

The Cthulhu Mythos

of

H.P. Lovecraft

Adapted for the Unisystem

By Salvatore "Majin Gojira" Cucinotta

and Jason Vey

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Dedication: for C.J. Carella and the guys at Eden Studios, without whom there wouldn't be a Unisystem, and for the posters on the Eden Studios Message Boards, who keep it all going.

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The Obligatory CYA Statement

The Cthulhu Mythos presents a world of dark fantasy, filled with all sorts of imaginary violence, depravity, and morally flexible ideas. However, the key words to remember are "fantasy" and "imaginary." Nothing in this document or any other work published based on the works of H.P. Lovecraft and his circle is real. You can't use any of the spells in here, in any other Cthulhu Mythos roleplaying game work, or in any published version of the *Necronomicon* to call up Yog-Sothoth to eat your enemies, no matter what "Simon" says. If you can't distinguish fantasy from reality, if you don't know the difference between Cthulhu and the chair in which you're sitting, or you're likely to use a game, music, or a movie as an excuse to do something illegal, immoral, or sick, you should really put this book down, and back away...slowly. If you had a normal, healthy upbringing and are capable of distinguishing what is real from what is imaginary, have fun!

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INTRODUCTION

While it may not seem so at first glance, the so-called 'Cthulhu Mythos' of H.P. Lovecraft and his circle is a natural fit for combination with the universes of *Buffy the Vampire Slayer*, *Angel*, and *Army of Darkness*. Indeed, the latter of the three includes a version of the *Necronomicon* as one of its primary plot points! In season 5 of *Angel*, Wesley mentions "The *Necronomicon de Mort*," and the entire mythology of the "Buffyverse" is built upon the idea of Old Ones, who existed long before mankind and were driven to eternal slumber by the coming of man.

Certainly, the tone of a **Cinematic Unisystem** game using elements from the Cthulhu Mythos will be quite different from those horrific tales of terror penned by Mr. Lovecraft, but it can be somewhat reminiscent of other Mythos writers, such as Robert E. Howard, who was never one for protagonists who go quietly insane at the horrors they witness. In the end, however, it can be a fun and different take on the Mythos, portraying characters who actually have a fighting chance to stand against the Old Ones and their ilk. This netbook seeks to give directors the tools to import the monsters, artifacts, and magic from the Mythos to enhance their game.

RECOMMENDED BOOKS

In order to make the best use of the Mythos in your **Unisystem** game, we recommend (in addition to a **Cinematic Unisystem** core rulebook) the ownership of *The Magic Box* sourcebook for *Buffy the Vampire Slayer*, and the core rulebook for *C.J. Carella's WitchCraft*, which includes a pre-worked campaign setting that is custom made to go hand in hand with the Cthulhu Mythos. In addition, *The Abomination Codex*, a sourcebook for *WitchCraft*, contains rules for **Unisystem**-specific madness. However, all you'll absolutely need to use these rules is one of Eden Studios' **Cinematic Unisystem** core rulebooks: *Buffy the Vampire Slayer*, *Angel*, or *Army of Darkness* (at the time of this writing).

Naturally, we also highly recommend the use (for reference, if nothing else) of the *Call of Cthulhu Roleplaying Game*, either the Basic Role Playing rules published by Chaosium, Inc., or the d20 rules published by Wizards of the Coast, both of which contain a wealth of additional information and primers on the use of the Mythos in gaming. This document assumes some knowledge of the Mythos at the outset; those who have no foreknowledge of Lovecraft's fiction are encouraged to seek out both the *Call of Cthulhu* game and to explore some Mythos fiction before diving in. Much of Lovecraft's fiction can be found online, at <http://www.dagonbyles.com/thelibrary/lovecraft/>, and the Mythos works of Robert E. Howard have been collected by Chaosium in the collection *Nameless Cults*. In addition, the Wikipedia on the Cthulhu Mythos is an excellent resource for a

quick primer on the themes and deities of the Mythos, and can be found at http://en.wikipedia.org/wiki/Cthulhu_Mythos.

MYTHOS ARTIFACTS

The first section of our **Unisystem** Mythos rules deals with the magic items and super science of the Mythos. The items below were scored using the Magic Item/Super Science Creation rules in *The Magic Box*.

Deep One Breather: Organic device that literally grafts gills upon the wearer. This works for 24 hours at a time. Because it grafts itself to the user's lungs, it causes 4 points of damage to remove. It takes several hours to graft it on.

Power Level: 2

Ingredients: The Gills of a Deep one, some surgical tools (for the modification and grafting)

Elder Thing Crystal: This Shining, White Crystal adds +5 to all Magic rolls.

Power Level: 4

Ingredients: Unknown, Elder Things aren't really around to tell us how they did it.

Glass from Leng: This round lens allows the possessor to see in it random visions of other planes of existence. One cannot control what it shows, though...and the things on the other side can look back unless a pentagram is inscribed around it.

Power Level: 5

Ingredients: Unknown. You find these things...

Jar of Powder of Idn-Gazi: A fine, white powder that renders things invisible. This lasts for 10 minutes. It must be blown through a specially prepared blow-gun.

Power Level: 3

Ingredients: shedding from a Spectral Hunter ground up and decorated hollow reed.

Jar of Baneful Dust of Hermes Trismegistus: a golden powder that, when thrown at a demon or undead monster deals 3 times Willpower per success level of creation. When thrown, it usually spreads over a 15ft area, damaging all the creatures in it. The creatures must make a difficult constitution roll in order to not lose their actions for the next 3 turns due to the pain this causes.

Power Level: 4

Ingredients: Various holy herbs from around the world all, some organs from various demon species (ones they really don't want to part with), all ground up into a fine powder.

The Lamp of Al-Hazred: this golden, ornate lamp, when lit, produces fumes that place those around it in a stupor (it can be resisted with a difficult consciousness roll). This stupor lasts for up to 30 minutes. While unconscious, the person receives visions of the Elder Gods and/or Outer Gods...and suffers the effects of seeing them...

Power Level: 6

Ingredients: Do you really want to make this?

Lightning Gun: To a Human, this device is reminiscent of an old-fashioned camera from the 30's. When fired, it deals 6 points of damage per charge expended. Each gun has 32 charges in it. A user may fire one charge, multiple charges or even all the charges at once, though figuring out how exactly to use it if you did not make it requires an Intelligence and Science or Forbidden Knowledge (p. 30) roll at -1 (basic use), -3 (multiple charges) and -5 (all charges). Firing the weapon requires a Dexterity + Gun-fu or Dexterity + Occultism, whichever is higher. There is a 1 in 10 chance that if more than 1 charge is expended in a round/shot that the machine will overload and no longer function. This only applies if the device is found and not made.

Power Level: 5

Ingredients: various high-tech chips, some skin shedding from a true demon and a large, perfect gemstone

Mi-Go Brain Cylinder: This shiny cylinder is about a foot high and 8 inches in diameter. It has some triangles carved into it and is full of special fluids that sustain the brain placed inside. The brain inside can be attached to various sensors so that the brain can continue to function and observe the surroundings and even communicate. Only the Mi-go have the know-how to use this device effectively. The brain inside usually goes slowly mad, due to lack of appropriate senses, the horrors experienced, etc.

Power Level: 6

Ingredients: Only available for retail sale on Yuggoth. And they won't sell to humans.

Mi-Go Electric Weapon: this device looks like a round garage-door opener made of warty flesh. This weapon deals 20 damage to the target (bash) and has a range of only 20 feet. When struck with a bolt, the target must make a survival check at -2 or die. After that, they must succeed a consciousness check at -5 or be knocked out. This does not apply to things that are already dead. Humans can't use this device very well, and cannot make it on their own. It takes an Intelligence + Mr. Fixit roll at -5 to re-work the device for human use. Even then, it has a 1 in 4 chance of failing and doing nothing.

Power Level: 6

Ingredients: boils from a certain pure demon that lives in Yuggoth.

Mi-Go Living Armor: This Biotech armor gives the wearer a universal Armor Value of 10 against all damage types. If worn by a human for more than a week, the organism begins to die and after an additional three days no longer provides protection. (humans cannot give it the proper nutrients it needs). Furthermore, when removed it causes 5 points of damage.

Power Level: 3

Ingredients: the armored skin of a certain demon species.

Mi-Go Mist Projector: This device looks like a bunch of scrap metal tubes all bundled together. It is a cold-weapon, spraying a white cloud and dealing 12 points of Fire damage (cold burns) to all within a 10 foot area in the weapon's range.

Power Level: 3

Ingredients: Unknown

Plutonian Drug Pellets: These pills allow the user's mind to travel backwards in time to a point designated by the creator, anywhere in time and space. The trance allows the user to experience $1d10 \times 2$ hours in the other space, through the inhabitation of a native body, though the user's current body only appears effected for a minute or two. Once the mind returns to the present, the user is extremely tired and needs to rest for at least one night.

Power Level: 4

Ingredients: Various Rare herbs from Pylea

Shaggai Nerve Whip: This Alien device (IE: you can't make it) projects the user's mind towards an enemy in a 20 foot line. When it hits, the device forces the target to make a Constitution + Willpower roll vs. the attacker's Willpower (doubled) + the level of any psychic qualities or Sorcery that the attacker has. If the target fails they collapse and are unable to move for one turn for the number of success levels gained in the Willpower (doubled) + sorcery/psychic abilities roll. This device acts like a spell has been cast, putting a -2 modifier on further use of spells, telekinesis, etc.

Power Level: 3

Ingredients: Unknown.

Shining Trapezohedron: If this box containing the mentioned gem is closed, one of the Avatars of Nyarlathotep will appear in $1d10(5)$ rounds. Generally, it will then consume all those around it and then leave in at most 10 days or until all have been consumed. This avatar can only exist in total darkness. But then, with Nyarlathotep, you never can tell for certain...

Power Level: 7

Ingredients: a specific gem from another world and a golden box with specific runes on it.

Yithian Stasis Cube: this cube-shaped device comes in many sizes (so the power level can vary), but once activated, time slows to a crawl in the cube's area of effect (1 second inside the cube is equal to 1,000 years outside). This device is the ultimate storage piece and preservative.

Power Level: 3-4

Ingredients: Unknown.

Yithian Tabula Rasa Device: this small, rectangular copper box is covered with tiny indentations. When placed on a human's head, six small spikes come out, piercing the temple (5 slash/stab damage) and information is downloaded into the device. The device paralyzes the target (CON (doubled) roll at -5 to resist) and takes up to a years' worth of memories from the target (or reduces their INT score by 1). If re-applied, the information then flows in reverse (with the opposite effect). This does not transfer skill points. When one of these is found, there is a 1-5 chance that it is empty (steals memories) and a 6-10 chance that it is full (imparts memories). The only way to tell is by activating it, or gaining at least 5 success levels on an Intelligence + Forbidden Knowledge Roll (see p. 30).

Power Level: 3

Ingredients: Unknown, but they are all sparkly and shiny!

Yithian Temporal Communicator: each of these strange, etched, brass devices is topped with a red jewel and is in tune with a specific Yithian. The device allows for temporal communication with the Yithian to which it is attuned. Once activated, contact is established within four minutes and the device projects a holographic image of the Yithian. It can see through time and space around the device and can communicate with all who are in the device's presence. It has no maximum range in terms of time and space and any idiot can activate it as it was meant to be used by non-Yithians.

Power Level: 5

Ingredients: Unknown. The Yithians aren't telling.



MYTHOS SPELLS

Next up in our list of Mythos tools comes a number of Mythos-related magic spells. These spells were scored using the rules for spell creation in *The Magic Box* sourcebook.

MYTHOS MAGICK AND SANITY

For those who wish to convert Sanity Loss from *Call of Cthulhu*, an Investigator's (that's a Cast Member, smarty) initial Sanity Score should be Willpower x 16, and all spells should carry an appropriate San Loss as per the listings in that game. For those importing Madness rules from *Abomination Codex*, we recommend that any spell which drains Willpower below, instead grants an equal number of Madness Points. For any spell whose maximum effect relies upon a victim's Willpower reaching zero or below, the effect instead relies upon reaching a number of madness points equal to double the Cast Member's Willpower, plus the number below zero Will for which the spell calls.

For example: Curse of Chaugnar Faugn states that "When their WILL is -2, Chaugnar Faugn opens a portal and they offer themselves to the beast." If using Madness Rules, and the victim is a Cast Member whose Willpower score is 3, this effect would occur when the total Madness Points gained reached eight (3 x 2=8, plus 2 for the WILL -2 called for by the spell).

Mythos Magick is almost as dangerous to the caster as it is to the victims. Any spell that calls upon, or is named for, a specific Mythos being, race, or Old One, or any spell specifically noted to do so in the "Effect" section, requires the Caster to make a Willpower (Not Doubled) roll after casting, or gain a Madness Point as a consequence of accessing Things Which Man Was Not Meant to Know. Spells that are not named for Mythos beings or Old Ones and are not noted for a Willpower (not Doubled) roll, allow a Willpower (Doubled) roll to avoid gaining a Madness Point. A very few spells (noted as such in their Effect) do not result in automatic Madness. Finally *any time* a casting is failed, the caster *automatically* gains a Madness Point. Once a Cast Member's Madness Points equal or exceed his Willpower score, he suffers a -2 to all future rolls to avoid further Madness Points.

On the up side, if using Madness Points, when using Mythos Magick there is no cumulative daily penalty for multiple Quick Castings. The madness is quite bad enough, thank you very much, and the Old Ones *want you to call upon them...*

ALTER WEATHER

Quick Cast: No

Power Level: 4 (Casting Time + 1 (Recitation), Scope + 5, Duration + 1 (1 hour per success Level), Multiple Casters -3 (Minimum of 10))

Requirements: A Group of Chanters chanting for several minutes

Effect: Alters weather to the caster's choosing for 1 hour per success level. This can be a small change (IE: cloudy to drizzling rain) or a major change (Calm to Tornado), though severe changes increase the Power Level by 2 (director's discretion). The change takes place at the end of the chanting time required (but it's recommended that one not stop chanting until the effect is completed).

ATTRACT FISH

Quick Cast: No

Power Level: 4 (Casting Time + 1 (recitation), Scope + 4 (100 beings), Duration -1, Ingredients + 0)

Requirements: A 2 minute song (must succeed a Constitution + Art roll), a piece of bait placed in water.

Effect: over the course of an hour, up to 100 fish per success level flock to your immediate location. There must be fish in the body of water for this to work. They eventually disperse after an hour.

AUGUR

Quick Cast: No

Power Level: 1 (Casting Time + 0, Scope + 0, Duration + 0, Ingredients + 0)

Requirements: a ritual with classical divination tools (marked sticks, bones, or other tokens), or animal entrails or tea leaves

Effect: you find out if a current course of action will bring forth a good, bad or unknown result. (Unknown result is the effect if the spell fails or the questions wanting an answer are to complex). This spell only reveals the outcome of immediate future events (within a few hours' time). It does not operate in the long term.

BANEFUL DUST OF HERMES TRISMEGISTUS

Quick Cast: No

Power Level: 2 (Casting Time + 0 (ritual), Scope +1, Duration + 0, Harm +2, Ingredients -1, Creates an Item +1, -1 Non-terrestrial entities only)

Requirements: Several herbs, chemicals and other things mixed together.

Effect: Deals Willpower (Doubled) per success level damage when thrown on a non-terrestrial entity (IE: It will only work on certain demons). One casting produces 2 pounds of the

substance; 2 ounces is enough for one dose (a single casting produces 16 doses). In order to use, one must throw it on the target using Dexterity + Getting Medieval, Dexterity + Sports or Dexterity (Doubled) to hit; if it misses, it still does 1 point of damage per success level gained (and 1 point of damage if they miss completely). Ignores all armor types. The effect on the creatures is horrible and forces a fear roll at -3.

Banishment of Yde Etad

Quick Cast: No

Power Level: 5 (Casting Time -1 (lengthy Ritual), Scope (Major) + 3, Effect +3, Duration (instantiations) + 0, Spell Requirements -1)

Requirements: an hour long ritual with a circle drawn around all of the casters involved made up of Silicon dioxide, lime or magnesium silicate combined with dried and ground up henbane or garlic; an image of the species of demon involved; it must be performed outside within one mile of the creature at midnight.

Effect: the demon specified is banished from this plane of existence within the area of effect (the size of a neighborhood). Has no effect on Big Bad Level monstrosities.

Become Spectral Hunter

Quick Cast: No

Power Level: 5 (Casting time +1, Scope +1, Duration + 3, Requirements -1)

Requirements: A figurine of the target, a willing participant and the blood of 3 small animals (or one big one).

Effect: You turn the willing subject into a spectral hunter (controlled by the Director). You may attempt to use the figurine to mentally command and control the Spectral Hunter (Willpower + Sorcery vs. Willpower roll). Each task asked of is requires a new command roll. If the figurine is destroyed, so is the spectral hunter. This spell can be used on an unwilling subject, but the victim must be restrained and gets a Willpower (Doubled) roll with a +4 bonus to resist the spell.

Bind Enemy

Quick Cast: Yes

Power Level: 4 (Quick Cast +1, Ritual +0, Scope +1, Duration +2, requirements -1)

Requirements: the creation of an effigy of the target from their hairs, dead skin cells and nail clippings and other such things. For those with sorcery, a word or a phrase

Effect: The target cannot harm you in any way (aside from verbal abuse); this spell can end prematurely if the caster attacks the target.

Bind Werewolf

Quick Cast: No

Power Level: 4 (Casting time +0, Scope +2, Duration +2, Ingredients -1)

Requirements: A Silver Bowl with specific inscriptions, 6 candles and 6 drops of human blood.

Effect: Traps all those with the Werewolf Quality or Drawback within eyesight in their animal forms for one day per success level. Combined with a spell or item that allows the caster to see beyond normal visual range (such as a scrying device), this spell can have horrific consequences, indeed.

Bind Soul

Quick Cast: no

Power Level: 8 (Ritual +0, Scope +5, Duration +3, Requirements -1)

Requirements: a jar with special inscriptions placed in it, a short ritual.

Effect: Places a soul of the target in a specially prepared jar.

Black Bindings

Quick Cast: no

Power Level: 3 (Casting Time +1, Scope +2, Duration +0, Spell requirements -1)

Requirements: A Small black gem that is destroyed when the zombie is.

Effect: Raises a mindless Zombie under your control. You can only control as many zombies as you have Willpower and Levels of Sorcery, otherwise they run rampant doing whatever it is that zombies do.

Blight/Bless Crops

Quick Cast: No

Power Level: (Casting Time +0, Scope +4, Effect +2, -1 Plants Only)

Requirements: A Standard Ritual

Effect: Performing this ritual can cause 1 acre of crops to become super-fertile/healthy or wither and die. It is up to the caster to decide.

Body Warping of Gorgoroth

Quick Cast: No

Power Level: 7 (Casting Time +2, Scope +1, Duration +3)

Requirements: A phrase

Effect: By invoking a Great Old One (usually Nyarlathotep), you change your shape into whatever you can imagine (size limitations: you can't change your size greater than that of a bear and no smaller than a fly). You gain all of the physical attributes and qualities of the animal/creature in question, but retain your own mind. Your clothes do not change, however. Be

careful, if you can't enact the verbal components of this spell in your new form (at the Director's Discretion) you can't change back with this spell!

Breath of the Deep

Quick Cast: Yes

Power Level: 2 (Casting time +0, Scope +1, Duration +0, Requirements +0)

Requirements: some candles and chanting for a few minutes. Those with sorcery simply invoke Dagon and the Deep Ones.

Effect: Fills the target's lungs with water, which must be expelled from the lungs in order to avoid suffocation. The victim must make a difficult constitution (doubled) roll to expel the liquid themselves. Others helping them alone give a Strength (doubled) to do it or simply add their strength to the Constitution (doubled) roll if the target is still conscious. Multiple people add the success levels. If using Madness rules, this spell requires a Willpower (Not Doubled) roll to avoid a Madness Point.

Brew Dream Drug

Quick Cast: No

Power Level: 2 (Casting Time +0, Scope +1, Duration +1
Creates Item +1, Ingredients -1)

Requirements: Various herbs and powders mixed together in water and turned into a brown liquid.

Effect: A person who drinks the potion enters the realm of the Dream. The power level can be increased to make more brews. Those who drink the brew together are together in the Dreamlands. Their memories of the dream may vary (willpower tests at -2 to see how much they remember). The sleep induced lasts for one hour per success level.

Call Deity

Quick Cast: No

Power Level: Not High Enough (Actually, when calculated its' ...!!)

Requirements: over 100 casters chanting for hours, the stars must be right. Other ingredients vary, often revolving around massive sacrifices and other nasty things

Effect: Summons a Cthulhu Mythos Deity. Do you really want to do that? Okay, your funeral. To dismiss such a deity, one caster is needed with others to help decrease the power level of the spell. The power level of the spell is equal to the willpower of the deity/2, rounded up +1 as chanting is needed only to stop it. That is just to open the gateway. To push the monster into it requires another spell of the same power level (which is literally more chanting of the same kind with the same group—if they are still alive). Each Deity has a specific spell (i.e. Call Cthulhu, Call Yog-Sothoth, etc.)

Carafe of Space Mead

Quick Cast: No

Power Level: 2

Requirements: various Byakhee parts, some herbs all boiled for about a half an hour.

Effect: when consumed, this fine, golden fluid puts the drinker into a physical and mental stupor that allows her to survive in the Vacuum of space. The stupor only occurs in space (or any other place the drinker cannot breathe) and lasts indefinitely whilst one is in space, but one drink will only last for one trip.

Candle Communication

Quick Cast: No

Power Level: 2 (Casters -1, Casting time +2, Scope +1, Duration +0, requirements -1)

Requirements: 2 casters light specially prepared candles at the same designated time.

Effect: Two people can telepathically communicate from any two points on earth for 1 minute per success level.

Cast Out Devil

Quick Cast: No

Power Level: 3 (Casting time -2, Scope +2, Duration +3, Spell requirements -1)

Requirements: An object offensive to the possessing being, a ritual taking the entire day.

Effect: Standard exorcism spell. Add your willpower to the Success levels of the spell, this is the negative modifier that the possessing being has on a Willpower (doubled) roll in order to resist the exorcism spell.

Chant of Thoth

Quick Cast: No

Power Level: 2 (Casting Time +1, Scope +1, Duration -1, Spell Requirements +0)

Requirements: A short period of chanting

Effect: Gain a bonus to your next task that requires intelligence equal to the Success levels of this spell. The effect only lasts for the number turns per success level gained. If using Madness rules, this spell does not require a roll to avoid a Madness Point, though a failed casting still results in gaining one.

Circle of Nausea

Quick Cast: No

Power Level: 2 (Casting Time -1, Scope +2, Spell Requirements +0)

Requirements: The creation of a circle and an incantation. The ritual takes about an hour. The circle is 4 feet in diameter.

Effect: All those within the circle are nauseated and suffer a negative modifier equal to willpower per success level on all

tasks due to excruciating pain and sickness. The ritual can be prepared in advance, and quickly activated with a single trigger phrase later.

Contact Creature

Quick Cast: No

Power Level: 2-3 (Casting Time +0, Scope +1, Scope+2/+3, Spell Requirements -1)

Requirements: Meditative ritual in certain places where the creature in question dwells.

Effect: The creature summoned arrives. It must be "nearby" to be summoned. It may come minutes, hours or days later...and it will have its own agenda. Each Creature Type has its own spell (i.e. Contact Byakhee).

Contact Deity

Quick Cast: No

Power Level: Varies (base 1) (Casting Time +0, Scope +1, Spell Requirements+0, Duration +0)

Requirements: Meditative ritual in place of importance to the deity. Other Requirements may vary.

Effect: You contact the deity in question...What it does with you after that depends on the deity. Whatever happens, it's your own damn fault for contacting them in the first place, buddy! Each spell is specific to a deity (i.e. Contact Shub-Niggurath).

Cloak of Fire

Quick Cast: Yes

Power Level: 2 (Quick Cast +1, Only those with Sorcery -1, Scope +1, Duration -1, Damage +1)

Requirements: Witches need only chant and make a few gestures.

Effect: You are surrounded by a weaving net of white-hot fire for turns per success level. The barrier causes the caster to levitate, but she cannot move, and suffers full damage if she tries. Any who attempt to pass through this barrier suffer Willpower per success level in Fire damage. If the caster tries to touch a creature, she takes damage (Success Level in Fire), but also deals (willpower per success level) fire damage to the creature.

Create Bad-Corpse Dust

Quick Cast: No

Power Level: 5 (Casting Time -1, Scope +5, species specific -1, Duration +3, Spell Requirements -2)

Requirements: Animal Intestines and corpses, an once of flesh from the caster (it must be bitten off) (5 slash/stab damage), rare dried flowers all mashed into powder. An hour long ritual.

Effect: Creates an impenetrable wall of force that no solid, undead creature (Vampires and Zombies) can cross. This barrier extends up to 100 feet in diameter.

Create Barrier of Naach-Tith

Quick Cast: No

Power Level: 6 (casting time +0, scope -1, +5, Duration +1, Requirements +0)

Requirements: An hour long simple ritual.

Effect: Creates an impenetrable wall of force for 1 hour per success level that extends for one foot per success level.

Create Space/Time/Dimensional Gate

Quick Cast: No

Power Level: Varies

Requirements: a meditative ritual lasting about an hour, during which the caster envisions his destination, and a quartz crystal for focus.

Effect: The power level of this spell is determined by how far the caster wishes to travel. The destination must be declared before the spell is cast (you can't travel blindly). Traveling to an alternate dimension increases the power level by 1 for the distance needed. To create a gate in time, replace miles with years. Do not use human names for eras. Use the exact date. Miscasting with this spell can be downright *hilarious*. Be sure to brew Space Mead beforehand...

1 - 1,000 Miles Maximum (From Boston Mass. to Providence RI)

2 - 100,000 Miles Maximum (From Boston Mass to Empty Space)

3 - 10,000,000 " (...to the moon)

4 - 1,000,000,000 " (...to Saturn)

5 - 100,000,000,000" (...to Yuggoth and/or the Ori Cloud)

6 - ½ a Light Year (...to the Space Between Galaxies

7 - 50 Light Years (...to the Star Sirius/Aldebaran)

8 - 5,000 Light Years (...to Celaeno)

9 - 500,000 Light Years (...to the Far Side of the Milky Way)

10 - +50,000,000 Light Years (...to Galaxy M31...to Azathoth)

Create Self-Ward

Quick Cast: No

Power Level: 4 (Casting Time -2, Scope +2, Duration +3, requirements +0)

Requirements: A ritual lasting 3 days, a bunch of your personal effects and a bag. Place the items in the bag and begin the ritual over them for three days.

Effect: Caster gains Armor 10, and ages at one third the normal rate. If the bag is ever destroyed, the caster reverts to the proper age, and loses the armor. The caster must remain within ten feet of the bag at all times or it loses its effect (treat as destroyed).

Curse of Chaugnar Faugh

Quick Cast: No

Power Level: 4 (Casting time -2, scope +1 (one person), +5 (summons big bad), Duration +0, Requirements -1)

Requirements: a portion of flesh from the target and must touch the subject upon the initial casting, each week you must chant for 12 hours.

Effect: Causes the target to suffer horrible nightmares from Chaugnar Faugn. This spell drops their Willpower by 1 per week. When the victim's WILL reaches -2, Chaugnar Faugn opens a portal and the victim offers herself to the beast, who carries her off to his home dimension, probably as lunch. The target may make a Willpower (doubled) roll each week to try and resist the spell's effects. If the caster is interrupted at any time during the spell, the spell is negated.

Curse of the Putrid Husk

Quick Cast: Yes

Power Level: 1 (Quick Cast +1, Must be cast by those with Sorcery -1, Scope +1, Duration -1, Requirements +0)

Requirements: A witch caster and an evil phrase.

Effect: Causes the target to hallucinate that their flesh is falling off. Fear test at -1 per success level and ignores "Nerves of Steel". If the fear roll fails, the spell paralyzes the person in fear for one round per success level. If using Madness rules, this spell requires a Willpower (Not Doubled) roll to avoid gaining a Madness Point.

Curse of the Rat-Thing

Quick Cast: No

Power Level: 4 (Casting time +1, Scope +1, Duration +3, ingredients -2)

Requirements: A dead body and a short ritual

Effect: Brings a recently deceased person's soul into the body of a Rat-Thing. The dead body cannot be dead for longer than 24 hours.

Dark Resurrection

Quick Cast: No

Power Level: 8 (Casting Time +0, Scope +5, personage +1, Duration +3, Ingredients -2)

Requirements: a ten minute ritual, the entire corpse needs to be reduced to its essential salts. In order to make the salty powder, the caster must make an Intelligence + Science roll (or Chemistry wild card skill) at a -4 to see if they got the powder exactly correct or the spell will not work.

Effect: Raises the dead, but they often suffer 1 point of attribute damage when being raised and lose all their unspent experience points. If using Madness rules, this spell requires a Willpower (Not Doubled) roll to avoid gaining a Madness Point.

Darkness

Quick Cast: Yes

Power Level: 2 (Must have sorcery -1, Can be quick Cast +1, Scope +1, Duration +0, Ingredients +0)

Requirements: A witch caster need only say a quick phrase about darkness

Effect: Causes an object chosen to radiate darkness out 20 feet. Light will not work in this darkness (because it's magic). It lasts for one minute per success level.

Death by Flames

Quick Cast: Yes

Power Level: 4 (must have sorcery -1, Can be quick cast +1, Scope +1, Duration -1, Damaging +3)

Requirements: The caster needs to concentrate for 3 rounds.

Effect: The target bursts into flames. Deals 3 x Willpower per success level in fire damage, spread evenly over 3 rounds. The target then continues to burn, suffering 3 points of damage per round until the fire is put out or it goes out on its own (5 rounds). If using Madness rules, this spell requires the caster make a Willpower (Not Doubled) roll to avoid a Madness Point.

Deflect Harm

Quick Cast: --

Power Level: 4 (Casting +2, Scope +1, Duration +0, requirements +0)

Requirements: say the names of the Outer Gods and hold out one's hand.

Effect: Deflect a number of incoming attacks equal to the caster's willpower. This lasts only one turn. If using Madness rules, this spell does not require a Willpower roll to avoid gaining a Madness Point, though a failed casting still results in gaining one.

Dread Curse of Azathoth

Quick Cast: Yes

Power Level: 2 (Instant Duration +2, Scope +1, Duration +1, requirements -2)

Requirements: The last syllable of Azathoth's name said with force...finding that last syllable is a real pain...

Effect: Saying the True Name of Azathoth to a target drains the victim's Willpower by 1 point and wracks him with pain (Negative modifier to all actions equal to Willpower per success level). The willpower lost will be regained after a few days of rest and some psychotherapy. The pain lasts for 1 hour per success level. Repeated casting on the same target increases the pain a little (an additional -1 to their actions), and does not count as a second casting.

Eibon's Spinning Wheel

See "Obscuring Mist"

Elder Seal (Create/Empower)

Quick Cast: No

Power Level: 4 (Casting +1, Scope +2, Duration +3, Requirements -1, Demons, Mythos monsters and Unnatural creatures only -1)

Requirements: Any passageway, chalk or another writing implement that can mark the gate permanently), some chanting

Effect: A powerful spell that bars any being, even pure blood demons, the Old Ones and Outer Gods from passing through a barrier. It cannot be used as a piece of personal protection. One must recite the spell in the presence of the gate and symbol combo for it to work. The symbol and chant alone do nothing.

Evil Eye

Quick Cast: Yes

Power Level: 5 (Must have Sorcery -1, can be quick cast +1, Scope +1, duration +3, requirements +0)

Requirements: A concentrated stare

Effect: Target receives 1 level of bad luck per success level. They gain no points for this new drawback. If using Madness rules, this spell requires the caster make a Willpower (Not Doubled) roll to avoid a Madness Point.

Eye of Light and Darkness

Quick Cast: No

Power Level: 4 (Casting time -2, Scope + 5, duration +3, requirements -3)

Requirements: a 4 hour ritual. A symbol worked into a hard substance such as granite or iron that is then placed 10 feet off the ground. It must be cast 4 hours before moonrise, in the afternoon. The blood of the innocent (someone with no occultism skill) is used to fill the eye symbol carved in the hard substance. The caster must chant as the moon rises. All casters suffer an energy drain beyond the normal casting of spells, a collective -20 to all spells for that day is spread among the casters (so the more the merrier). This is an exception to Mythos spells not resulting in cumulative casting penalties, if using Madness rules.

Effect: All demon worshipers, cultists, demons, monsters, elder gods, agents of the outer gods and great old ones in the area of one mile from where it is cast are drained of 1 point of Willpower per hour they remain there. When their willpower reaches 0 they are teleported "Away". The spell is long-range, but cannot penetrate far into armor. Anything with more than 20 feet of rock or other dense material (not the rock the eye is carved into) (about 100 points of both armor and life point between it and the spell) blocks it.

Find Gate

Quick Cast: Yes

Power Level: 3 (Quick Cast +1, Ritual +0, Scope + 1, duration +0)

Requirements: a short ritual with candles and incense

Effect: You enter a trance that allows you to find dimensional portals on sight. Illusions used to cover up its existence do not work whilst in the trance, which lasts 1 minute per success level.

Fist of Yog-Sothoth

Quick Cast: Yes

Power Level: 5 (Must have Sorcery -1, Can be quick cast +1, Scope +1, Damage +3, Duration +0)

Requirements: A witch caster makes a gesture (throwing a punch)

Effect: a blow of force pummels your target, dealing Willpower x 3 per success level damage. The target must also make a Strength (doubled) or Muscle score check vs. the damage given in the attack or be knocked down.

Grasp of Cthulhu

Quick Cast: Yes

Power Level: 6 (Short ritual +0, Can be quick cast +1, scope +2, Duration +0, damage +3, Damage spread -1)

Requirements: a short ritual praising Cthulhu. Witches need only say "la! la! Cthulhu Ftagnh!"

Effect: ethereal green tentacles grab and hold the target for one minute per success level and deals 3 x Willpower per success level damage spread out over each minute the subject is held.

Hands of Colubra

Quick Cast: Yes

Power Level: 5 (Short Ritual +0, Can be quick cast +1, Scope +1, Duration -1 (1 round per success level), Damage +3, spell requirements +0)

Requirements: short, simple ritual or a simple gesture for witches

Effect: the caster's arms turn into snake heads for 1 turn per success level. These fanged heads deal 2 x Strength damage (slash/stab) and inject a toxin (Strength 2 x success levels; Constitution Damage) into the victim.

Hide from the Eye

Quick Cast: Yes

Power Level: 4 (Short Ritual +0, Can be Quick Cast +1, Scope +1, Effect +2, Duration +0, Spell requirements +0)

Requirements: A short ritual with incense. Witches need only say a phrase and make a gesture

Effect: You become invisible for 1 minute per success level and gain the qualities of being invisible (see *The Magic Box* supplement).

Insect Plague

Quick Cast: No

Power Level: 5 (Chanting +1, Scope +3, One Minute per success level +0, Effect +1, Requirements +0)

Requirements: Chanting to various insect gods

Effect: Summons a large swarm of insects. The insects get in nostrils, mouths and generally make everyone within 400ft of the caster miserable. Victims take 1 point of damage per turn per success level. They must succeed a fear test with a negative modifier equal to 2 + the success levels of the spell or run off choking on the bugs.

Invisibility Purge

Quick Cast: Yes

Power Level: 5 (Hour long Ritual -1, Scope +2, duration +0, effect +2, Requirements +0, can be quick cast +1)

Requirements: an hour of meditating and chanting. Witches and Wizards, the word of power, "Lucifuge!"

Effect: All those who are invisible become visible within 10 feet of the caster. Against naturally invisible creatures, this effect lasts for 1 minute per success level. Against magically invisible creatures or casters, this effect dispels their invisibility effect.

Mindblast

Quick Cast: Yes

Power Level: 3 (Must have sorcery -1, can be quick cast +1, Scope +1, effect +1, Duration +0)

Requirements: Witches need to touch the target after focusing for a moment

Effect: forces the target to take a fear test with a negative modifier equal to the caster's willpower per success level. Failure means the victim also loses one point of Willpower, temporarily (returns after a few psychotherapy sessions and a good bit of rest).

Nightmare

Quick Cast: No

Power Level: 3 (Ritual +0, Scope +1, effect +1, Duration +0)

Requirements: 10 minutes of chanting and dancing

Effect: You send nightmarish visions to the target that cause a restless night's sleep. They gain a cumulative negative modifier of 1 per success level per night this spell is cast, as they do not get any sleep. This only works when the target is asleep.

Obscuring Mist

Quick Cast: Yes

Power Level: 4 (Ritual +0, Quick Cast +1, Scope +1, effect +1, Duration +0)

Requirements: A short ritual (10 minutes) lighting candles in a circle or a simple phrase for Witches

Effect: You are surrounded by a white mist that spreads for about 30ft, blocking all vision (even yours). Does not affect thermal imaging. Lasts for 1 minute per success level. The spell "Eibon's Spinning Wheel" is basically the same, except that it has a +1 to its power level for hiding all within the fog from the avatars and servitors of Nyarlethotep completely (they act like there is a wall where the smoke is).

Red Sign of Shudde M'ell

Quick Cast: Yes

Power Level: 5 (Requires Sorcery -1, Quick Cast +1, Scope +2, Damage +3, Duration +0, Spread Damage -1)

Requirements: Witches need to make this symbol in the air with their fingers. The lines made glow...

Effect: Deals damage equal to 3x Willpower per success level spread out over several minutes (those gained in the casting roll: 1 minute per success level) to all those within 100 feet of the symbol. Victims suffer -5 to all actions from the pain of the image. The caster also takes 1 point of damage per success level, spread out over how many minutes per success level were gained in the casting. The spell can be interrupted if the caster moves from the spot where the spell was cast before the time is up, or is attacked before the time is up.

Return to Rest

Quick Cast: No

Power Level: 8 (Ritual +0, Scope +1, Duration +3, Effect +3 Requirements +0)

Requirements: a 10 minute ritual with candles and chanting

Effect: Reverses the effect of Dark Resurrection, turning the raised dead into the salts they were.

Seal of Isis

Quick Cast: No

Power Level: 4 (Long Ritual -1, Scope +1, Duration +3, Requirements +0)

Requirements: An hour long ritual of chanting and dancing about.

Effect: all objects in a room gain Resistance: Mystical at a rate of Willpower per success level. If using Madness rules, this spell does not require a Willpower roll to avoid gaining a Madness Point, though a failed casting still results in one.

Shriveling

Quick Cast: Yes

Power Level: 4 (Must have Sorcery -1, Quick Cast +1, Scope +1, Damage +2, Duration +0)

Requirements: Witches point and shout

Effect: Black energy shoots from your palm and deals 2 x Willpower per success level of Damage to the target. If using

Madness rules, this spell requires a Willpower (Not Doubled) roll or the caster gains a Madness Point.

Siren's Song

Quick Cast: --

Power Level: 5 (Must have Sorcery -1, Artistic-ness -1, Chanting +1, Scope +2, effect +3, Duration +2)

Requirements: Make an Art + Con roll, if you get one or more success levels, you can cast the spell. You sing a short song.

Effect: Puts the listeners under your control. 1 per level of sorcery the caster has.

Snare Dreamer

Quick Cast: No

Power Level: 1 (Short Ritual +0, Scope +1, Dreamers only -1, Duration +0)

Requirements: A Short ritual of chanting and dancing

Effect: Traps a dreamer's (or a person using the "Wandering Soul" spell) soul and makes it appear before you for 1 minute per success level.

Song of Hatsu

Quick Cast: --

Power Level: 4 (Chanting +1, Scope +1, requires Art roll -1, Damage +2, Duration +0)

Requirements: An Art+Constitution roll with one success level.

Effect: You sing a wailing ululation that deals 2 x Willpower damage per Success Level

Soul Trap

Quick Cast: No

Power Level: 7 (Ritual +0, Scope +5, Duration +3, Requirements -1)

Requirements: A Specially prepared talisman that belonged to the soul before they died and a short ritual.

Effect: You trap the soul of the target in a talisman. Henceforth you can call on the soul to ask it questions for 8 rounds a day. The Answers are total, complete and exact. You can only ask 1 question per round. If you ask the soul a question about a secret it kept in life or something that would offend it, it can make a Willpower (doubled) roll, and if it gains more success levels than those gained in the casting of this spell, it can escape.

Speak with the Dead

Quick Cast: No

Power Level: 1 (ritual +0, Scope +1, Duration +0, Limited Use -1, Effect +1, requirements -1)

Requirements: A 10 minute ritual to Osiris and the body in question

Effect: You can ask one question per success level to a dead person by communicating with their spirit. It cannot work if the spell has already been cast on the corpse within the last week. The answers are vague and cryptic, and it can only answer what it knew in life.

Spectral Razor

Quick Cast: Yes

Power Level: 3 (Must have Sorcery -1, Quick Cast +1, Effect +2, Damage +1, Duration -1)

Requirements: Witches need to say a phrase and slash with their hand

Effect: Creates a blade of energy that lasts for 1 turn per success level and deals Willpower per success level damage. This weapon can effect incorporeal creatures, removing 1 point from their 'brains' score per success level of the spell and of their attack.

Steal Life

Quick Cast: Yes

Power Level: 3 (Must have Sorcery -1, Quick Cast +1, Effect +1, Scope +1, Duration +0)

Requirements: Grabbing the target and saying a phrase

Effect: Drain one attribute point per success level and add it to your own for one minute per success level. This is very damaging to the target and deals 5 damage per success level in damage. If using Madness rules, this spell requires the caster make a Willpower (Not Doubled) roll to avoid a Madness Point.

Summon/Bind Creature

Quick Cast: No

Power Level: 2-5 (Casting time +1, Scope +1, Summons +2/+3, Spell Requirements (Varies: 0 to -2))

Requirements: Varies by entity

Effect: Summons and binds a mythos creature to your service. Each type of creature is a separate spell. (i.e. Summon/Bind Dimensional Shambler, Summon/Bind Byakhee, Summon/Bind Hound of Tindalos, etc.)

Unmask Demon

Quick Cast: Yes

Power Level: 5 (Ritual +0, Can be quick Cast +1, Scope +3, Duration +0, Requirements +0)

Requirements: a Short ritual or a word and a gesture for Witches

Effect: Negates all Magical Illusions of Scope level 3 or less (it can't reverse the Key's disguise for example, but it can undo an illusion that is visual, audible and tactile).

Unspeakable Oath

Quick Cast: No

Power Level: 6 (Chanting +1, Scope +5, Duration +3, Requirements -3)

Requirements: Make an oath to "He Who Must Not Be Named", The King in Yellow...Hatsur the Unspeakable

Effect: You make a pact with a Great Old One (usually Hatsur) and gain something. It can be a +1 to any attribute every year (or Season), or an ancient text, money, etc. But in return, you get Attractiveness -1 every other year and -1 Will on the opposite year. When Attractiveness reaches -5 or Willpower reaches -2, you turn into a hideous beast under the control of the Old One, known as a "Chosen of (Old One)". Of course, this last, vital piece of information is rarely included in ancient texts... If using Madness rules, this spell requires the caster make a Willpower (Not Doubled) roll to avoid a Madness Point.

View Gate

Quick Cast: No

Power Level: 2 (Short Ritual +0 Scope +1, Duration +0, requirements +0)

Requirements: Meditating with special incense for about 10 minutes

Effect: Allows the caster to see portals and where they lead for 1 minute per success level. Fear effects for what's inside still count.

Voice of Ra

Quick Cast: No

Power Level: 5 (Chanting +1, Scope +1, Effect +1, Duration +1)

Requirements: Chanting for a few minutes

Effect: Add 1 level of attractiveness per success level gained for 1 hour per success level. If using Madness rules, this spell does not require a Willpower roll to avoid gaining a Madness Point, though a failed casting still results in one.

Wandering Soul

Quick Cast: No

Power Level: 6 (Recitation +1, Scope +1, Effect +3, Duration +0)

Requirements: A chant and a dance.

Effect: You immediately fall into a sleep and become an ethereal spirit for one minute per success level. As a spirit, you are invisible, incorporeal and capable of moving in any direction, through solid objects. You can't affect the solid world while ethereal and it can't effect you. You can see and hear things but the quality is very low (Black and white, kind of cloudy). When the spell ends you return to your body immediately. This sleep lasts 12 hours. Some spells can still be cast while ethereal (none with material requirements).

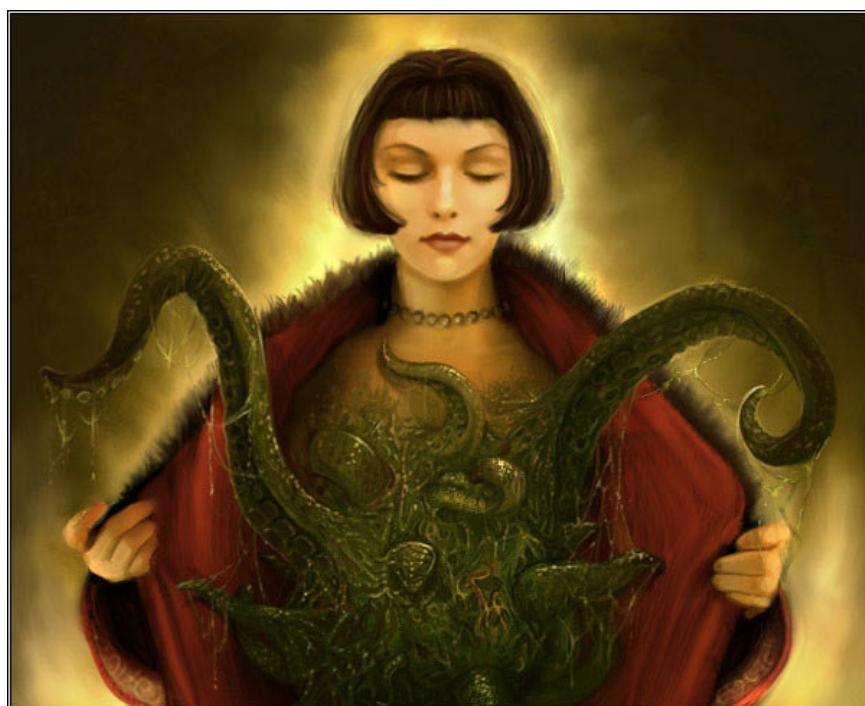
Ward against Psychics

Quick Cast: No

Power Level: 5 (Ritual +0, Scope +2, only Psychics and Witches -1, Effect +2, Duration +1)

Requirements: A Short ritual with candles and sand

Effect: All Psychic 'seeing' abilities (IE: all but telekinesis) and mind reading effects/spells do not work in the area of one room. This spell lasts 1 hour per success level.



CREATURES OF THE MYTHOS

Now we come to the fun part: the bestiary of the Mythos. The creatures found in this section are the bread and butter for any Director looking for new bad guys to throw at his Cast. Mythos monsters, however, are notoriously tough and prone to laugh at the puny weaponry of man. We suggest that, at the Director's discretion, all of the creatures in this section gain Reduced Damage from bullet and slash/stab damage. The exact amount of Reduced Damage the creatures should receive, we leave to the discretion of the Director, but we suggest either 1/2 or 1/5 damage from bullets and slash/stab should work out. Not only does this make them more frightening to your typical **Cinematic Unisystem** heroes, it brings them more in line with critters from the Buffyverse and *Army of Darkness* mythologies, many of whom also aren't pushovers for a guy with a .50 caliber Desert Eagle...

Finally, just to keep things Mythos-level brutal, each of these creatures, when first encountered generates a Willpower (Doubled) roll against the creature's Brains Score. Nerves of Steel adds +4 to this check, Iron Will (*Angel Corebook* p. 53) adds +2, and if a Cast Member has both, she gains +6 to the roll, total. Failure on this Test results in a Madness Point. After the first encounter, a Cast Member must always make a Fear Test when encountering a Mythos Monster until he succeeds at one, after which he never has to do so again. A result of "10" on a Madness Test of this nature always counts as a success, and a result of "1" always counts as a failure, no matter how high or low a Cast Member's bonuses may be.

Byakhee

Motivation: Obey Master, Obey Hatsu

Critter Type: Demon

Attributes: Str 5, Dex 4, Con 2, Int 2, Per 2, Will 2

Ability Scores: Muscle 16 Combat 14 Brains 10

Life Points: 38

Drama Points: 0-3

Special Abilities: Space Survival, Armor 2, Flight 2, Acute Senses (Sight, Hearing), Attractiveness -6

Maneuvers

Name	Score	Damage	Notes
Claw	14	13	Slash/Stab
Grapple	16	-	Impairments Vary
Bite	16	16	Slash/Stab

Byakhee appear as a disturbing combination of bird, insect, mammals and rotting flesh bound in a humanoid form. They hail from the stars and are often agents or messengers of doom. They are often summoned by wizards and sorcerers for various tasks. They can carry people around if so bidden to, even into space. They speak their own language; some also know one or more earthly languages.



Colour out of Space

Motivation: Feed

Critter Type: Demon

Attributes: Str 6 Dex 6 Con 2 Int 3 Per 5 Will 5

Ability Scores: Muscle 18 Combat 18 Brains 15

Life Points: 42

Drama Points: 1-5

Special Abilities: Life Draining, Disintegrate, Sorcery 3, Incorporeal (cannot be hit with physical attacks unless the spirit is solidified), Magnetism Weakness (holds it), Hypnosis 6, Fly 3, Attractiveness -4, Telepathy



Maneuvers

Name	Score	Damage	Notes
Life Drain	18	15	Add Life points gained to total, can go above listed maximum.
Disintegration	18	6	Ignores Armor, does not like to use this, movement cut in half
Hypnosis 1	18	-	Causes target to hesitate
Hypnosis 2	18	-	Creates illusions
Hypnosis 3	18	-	Dominates Target
Hypnosis 4	17	-	Causes Multiple Targets to Hesitate
Hypnosis 5	16	-	Creates an Illusion that multiple targets can see
Hypnosis 6	15	-	Dominates multiple targets

Colours appear to be amorphous blobs of glistening color. It can pour over the ground or fly through the air like an aurora. They are rarely encountered on earth, thought they are becoming more common as of late. It seeks areas rich in life to lay its seeds. While laying eggs, it preys on all nearby life forms. It becomes full and leaves when it sucks up the current total of 405 points of life added to its current Life Point total (447). Once a Colour begins to feed in earnest it drains all life in the surrounding area, including microbial life. Humans, animals and other demons within a few miles become reluctant to leave the area (via mass Hypnosis). They can implant thoughts into a target's mind if they wish (Empaths and other sensitive types are highly susceptible to this). Colours do not speak, though. Mostly, they communicate with shifts in color.

Cthonian

Motivation: Eat, be underground

Critter Type: Demon

Attributes: Str 9 Dex 3 Con 7 Int 5 Per 5 Will 3

Ability Scores: Muscle 24 Combat 16 Brains 16

Life Points: 80

Drama Points: 1-3

Special Abilities: Hard to Kill 2, Hypnosis 3, Acute Senses (Hearing, touching), Blind/Nanjin Adept, Fast Reaction Time, Nerves of Steel, Immune to Fire Damage, Water vulnerability (use Holy Water stats), Tentacles (5 attacks), Trigger Earthquakes, Attractiveness -20, Telepathy, Armor Value 5, +4 to all targeted rolls against it due to size

Maneuvers

Name	Score	Damage	Notes
Tentacles	16	31	Bash
Crush	18	40	Bash, grappled
Grapple	24	-	Grabs target
Hypnosis 1	18	-	Causes Hesitation
Hypnosis 2	17	-	Creates Illusions
Hypnosis 3	16	-	Dominates Person



Resembling some humongous earthbound squid (some 30 feet long), its body glistens with noisy secretions. They dwell in subterranean tunnels and are often responsible for cave systems under Hellmouth-infested towns. They are malevolent and hungry entities.



Dark Young of Shub-Niggurath

Motivation: Accept Sacrifices to Shub-Niggurath

Critter Type: Demon

Abilities: STR 13 DEX 4 CON 6 INT 4 PER 6 WILL 5

Ability Scores: Muscle 32, Combat 14, Brains 16

Life Points: 86

Drama Points: 3

Special Abilities: Attractiveness -10; Tentacles (4 attacks); Crime +4; Invulnerability (Fire, Poison, Electrical Attacks; Suffocation) +3 to all targeted rolls against it due to size, Takes only success level-damage from Bullets (Shotguns deal 1/10th damage + Success levels).

Maneuvers

Attack	Score	Damage	Notes
Tentacle	17	26	Bash
Grapple	19	-	Impairments Vary
Choke	32	13	Must Grapple First
Kick	16	28	Bash
Magic	16	Varies	By Spell, knows at least 2 Spells related to Shub-Niggurath

Dark Young of Shub-Niggurath (Alternate)

Critter Type: Demonic creation

Motivation: Serve mistress; destroy

Attributes: STR 8 DEX 3 CON 8 INT 1 PER 2 WILL 5

Ability Scores: Muscle 22 Combat 16 Brains 10

Life Points: 94

Drama Points: 0-2

Special Abilities: Increased Life Points 2, Poison, Reduced Damage (1/10 bullet, fire; 1/5 blunt)

Maneuvers

Attack	Score	Damage	Notes
Branch Slash	16	26	Slash/Stab
Grapple	21	n/a	Sets up bite
Bite	16	19	Slash/Stab
Poison	n/a	*	Strength 7, 2 Con Damage





Deep One

Motivation: Worship Dagon/Cthulhu. Be cold, cruel and 'pretty', breed with Humans

Critter Type: Demon-Man thing

Abilities: STR 6 DEX 4 CON 4 INT 2 PER 2 WILL 5

Ability Scores: Muscle 18, Combat 14, Brains 13

Life Points: 50

Drama Points: 1-3

Special Abilities: Attractiveness -6, Situation Awareness, Natural Toughness, Immortal, Iron Mind, Leap

Maneuvers

Attack	Bonus	Damage	Type	Notes
Claw	14	12	Slash/Stab	
Bite	12	6	Slash/Stab	
Trident	14	24	Slash/stab	Uses trident or spear,
Spear	14	21	Slash/Stab	not both

One of the classic Lovecraftian creatures. So much has been said about them, I really can't add anymore.



Dhole

Motivation: FEED!

Critter Type: (True?) Demon

Abilities: STR 17 DEX 2 CON 11 INT 0 PER 7 WILL 5

Ability Scores: Muscle 40 Combat 18 Brains 14

Life Points: 122

Drama Points: 1

Special Abilities: Special Attack (Acid Spit), Armor 20 (Armor is ignored by Fire, Energy, Magic and Enchanted Weapons), Wild Card (tracking) +5, Acute Senses (Hearing), Dislike of Light, Attractiveness -20, Targeted attacks suffer no penalties on the Dhole.

Maneuvers

Attack	Score	Damage	Notes
Bite	18	41	Slash/Stab
Crush	23	114	Bash
Acid Spit	18	10	Fire, Uses pistol Ranges

Dimensional Shambler

Motivation: Obey Master, Eat

Critter Type: Demon

Abilities: STR 6 DEX 2 CON 5 INT 1 PER 2 WILL 1

Ability Scores: Muscle 18 Combat 15 Brains 9

Life Points: 54

Drama Points: 0-2

Special Abilities: Teleport between dimensions at Will, Armor 3, Attractiveness -10, Crime +3, Fast Reaction Time



Maneuvers

Attack	Score	Damage	Notes
Claw	15	16	Slash/Stab



Elder Thing

Motivation: Study the Simple Organisms

Critter Type: Demon

Abilities: STR 6 DEX 3 CON 5 INT 5 PER 3 WILL 3

Ability Scores: Muscle 18 Combat 16 Brains 18

Life Points: 54

Drama Points: 1-3

Special Abilities: Armor 4, Amphibious, Super Science 7, Sorcery 5, Attractiveness -6

Maneuvers

Attack	Score	Damage	Notes
Tentacles	16	6	Bash
Grapple	18	-	Impairments Vary
Choke	18	6	Bash, suffocation
Magic	18	Varies	By Spell
Telekinesis	14	6	Bash or Slash/Stab

Fire Vampire

Motivation: Serve Cthugha

Critter Type: Demon

Abilities: STR 0 DEX 5 CON 2 INT 2 PER 5 WILL 5

Ability Scores: Muscle 6 Combat 16 Brains 17

Life Points: 18

Drama Points: 0-1

Special Abilities: Fly 3, Fire Form, Water Weakness (use Holy Water damage), Incorporeal (immune to all physical attacks), Attractiveness -2



Maneuvers

Attack	Score	Damage	Notes
Fire Touch	16	4	Fire, ignites flammable objects
Steal Life	16	4	Steals 4 LP and adds it to their total LP



Flying Polyp

Motivation: Eat! Be Evil

Critter Type: Demon

Abilities: STR 12 DEX 3 CON 9 INT 4 PER 5 WILL 2

Ability Scores: Muscle 30 Combat 15 Brains 15

Life Points: 94

Drama Points: 1

Special Abilities: Tentacles (5 tentacle attacks if it so chooses, cannot make other actions that round), Fast Reaction Time, Only takes Success Levels of Damage (before Armor is applied) on hits that are not Magic, Telekinesis or from Enchanted/Super Science items, Special attacks, Create Windstorms, Wind Capture, Attractiveness -20, Invisibility at will, Armor Value 2,

Maneuvers

Attack	Score	Damage	Notes
Tentacle	16	12	Fire Damage
Wind Blast	16	15	Fire Damage, uses Pistol Ranges

Wind Capture 18 5

Bash, target is grappled completely

Formless Spawn

Motivation: Obey Tsathoggua, Guard Area

Critter Type: Demon

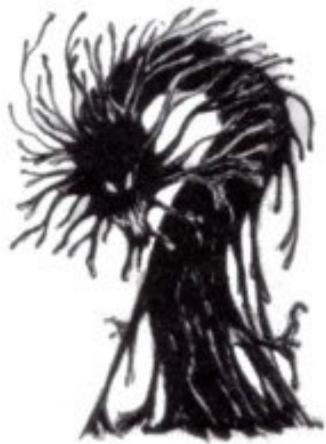
Abilities: STR 6 DEX 7 CON 4 INT 3 PER 2 WILL 2

Ability Scores: Muscle 18 Combat 18 Brains 11

Life Points: 50

Drama Points: 0-3

Special Abilities: Envelope attack, Regenerate (12 per Turn), Fire Weakness (does not regenerate from Fire Damage), Attractiveness -10, Immunity to all physical attacks



Maneuvers

Attack Score Damage

Tentacle 18 6 Bash

Grapple 20 -

Envelope 20 6 Fire, Must grapple first, Opponent completely (-2 all Actions per success level (-10)), can be held for multiple turns. Must beat Muscle Score with a Strength (doubled) roll to escape)

Ghasts

Motivation: Eat!

Critter Type: Demon

Abilities: STR 8 DEX 3 CON 4 INT 0 PER 2 WILL 2

Ability Scores: Muscle 22 Combat 14 Brains 9

Life Points: 58

Drama Points: 0-2

Special Abilities: Attractiveness -8, Crime +6

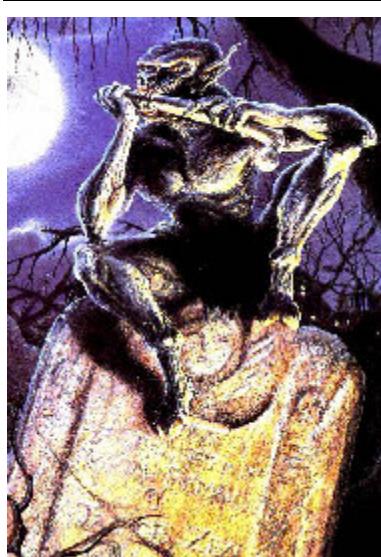


Maneuvers

Attack Score Damage

Claw 14 19 Slash/Stab

Kick 13 21 Bash



Ghoul

Motivation: Eat Human Flesh

Critter Type: Skanky Demon

Abilities: STR 5 DEX 4 CON 4 INT 3 PER 3 WILL 3

Ability Scores: Muscle 14 Combat 13 Brains 12

Life Points: 25

Drama Points: 1

Special Abilities: Claws, Attractiveness -8, Tunneling (can burrow quickly), Rubbery Hide (half Damage from physical attacks)

Maneuvers

Attack Score Damage

Bite 13 16 Slash/Stab

Claws 13 13 Slash/Stab

Dodge 13 - Defense Action

Gnoph-Keh

Motivation: Let it SNOW!

Critter Type: Demon

Abilities: STR 8 DEX 5 CON 8 INT 5 PER 7 WILL 6

Ability Scores: Muscle 22 Combat 16 Brains 18

Life Points: 74

Drama Points: 1-3

Special Abilities: Armor 5, Summon Blizzard (all creatures not dressed for cold weather suffer the effects of it (-1 damage per 5 turns, -1 action a turn (if 0, can only act every other turn)), Fire Weakness (triple damage), Cold Aura (lower temperature around it by 6 degrees per turn if it so chooses) Attractiveness -10, +2 to targeting rolls against it.



Maneuvers

Attack	Score	Damage	Notes
Goring Charge	22	42	Slash/Stab
Claws	16	20	Slash/Stab
Dodge	16	-	Defense Action

Great Race of Yith (Yithian) (Elder Race)

Motivation: Study the humans

Critter Type: Demon

Abilities: STR 9 DEX 0 CON 7 INT 14 PER 11 WILL 4

Ability Scores: Muscle 24 Combat 12 Brains 20

Life Points: 74

Drama Points: 0-4

Special Abilities: Super Science 7, Armor 8, Mind Transference (must beat brains score with a Willpower (Doubled) roll or be taken over by Yithian, can do this to any body within 50 million years of the present), Telepathy, Psychometry, The Sight, Fast Reaction Time, Gun Fu +5, Charisma +3, Attractiveness -6 (Cone Being form only), +3 to targeting rolls against it



Maneuvers

Attack	Score	Damage	Notes
Claws	12	11	Slash/Stab
Dodge	9	-	Defense action
Lightning Gun	17	Varies	See Weapon Details

Great Race of Yith (Yithian) (Swarm)

Motivation: Study the humans

Critter Type: Demon

Abilities: STR -2 DEX 3 CON -2 INT 14 PER 11 WILL 4

Ability Scores: Muscle 4 Combat 15 Brains 20

Life Points: See notes

Drama Points: 0-4

Special Abilities: Super Science 7, Mind Transference (must beat brains score with a Willpower (Doubled) roll or be taken over by Yithian, can do this to any body within 50 million years of the present), Telepathy, Psychometry, The Sight, Charisma +3, Attractiveness -4, Flight 2

Maneuvers

Attack	Score	Damage	Notes
Bite	15	1	Slash/Stab
Dodge	15	-	Defense action

Each individual is a hive mind made up of 1,000 to 2,000 insects. The physical scores are for individual bugs, the Brains and combat scores are for the swarm. The Swarms are effectively immortal since new insects are bred into existence. As long as 75% of the swarm remains, the Hive Mind of the insects remains. Any less than that and it breaks up, freeing the bugs from the Yithian control. Each bug has 1HP. Attacks generally deal success level damage, killing one bug per success level. Things such as spells, fire extinguishers used offensively and flamethrowers do not suffer this.

Gug

Motivation: Eat

Critter Type: Demon

Abilities: STR 9 DEX 1 CON 6 INT 3 PER 2 WILL 2

Ability Scores: Muscle 24 Combat 17 Brains 12

Life Points: 74

Drama Points: 1-3

Special Abilities: Armor 4, Acute Sense (Hearing, Sight), Attractiveness -8, +3 to Targeting Rolls against it



Maneuvers

Attack	Score	Damage	Notes
Claws (2 per)	17/16	23/22	Slash/Stab, 2 claws
Grapple 19	-		Grabs opponent
Bite	19	25	Slash/Stab, must grapple first
Kick	16	24	Bash



Hound of Tindalos

Motivation: Hunt those who look through time

Critter Type: Demon

Abilities: STR 4 DEX 3 CON 3 INT 5 PER 7 WILL 5

Ability Scores: Muscle 14 Combat 20 Brains 18

Life Points: 38

Drama Points: 0-3

Special Abilities: Regenerate (Con per Turn), Armor 2, Reduced Damage (All Physical Attacks) 1/10th, Attractiveness -20, Flight 1

Maneuvers

	Score	Damage	Notes
Attack	20	17	Slash/Stab
Bite	20	13	Slash/Stab
Claw	19	-	Drains 1 Willpower
Tongue	19	-	

Haunting Horrors

Motivation: Serve Nyarlethotep, Serve Summoner

Critter Type: Demon (Pure?)

Abilities: STR 14 DEX 4 CON 7 INT 5 PER 5 WILL 6

Ability Scores: Muscle 34 Combat 18 Brains 16

Life Points: 94

Drama Points: 0-3

Special Abilities: Armor 5, is not affected by damage multipliers (IE: Bullet and Slash/Stab), creates total darkness where it goes (it takes a lot to penetrate), Light Damage (As Vampire in sunlight), Attractiveness -10, (Can know sorcery, if it does, it usually has 3-5 levels of it), Flight 2, +3 to Targeting rolls against it



Maneuvers

	Score	Damage	Notes
Attack	18	47	Slash/Stab
Bite	20	-	Grapples



Leng Spiders

Motivation: Feed and spin webs

Critter Type: Demon

Abilities: STR 6 DEX 4 CON 6 INT 4 PER 3 WILL 3

Ability Scores: Muscle 18 Combat 16 Brains 13

Life Points: 58

Drama Points: 0-3

Special Abilities: Armor 6, Web Spinning (to break out of web, one must roll a STR (Doubled) roll against the spider's muscle score), Poison 6, +7 crime, Attractiveness -15, +3 to Targeting rolls against it

Maneuvers

	Score	Damage	Notes
Attack	16	10	Slash/Stab, Poison 6
Bite	16	16	Bash
Leg Smack	16	-	entangles in web (-1 per success level to all non-mental actions)
Web Toss	16	-	

Lligor

Motivation: Feed of Life Essence

Critter Type: Demon (Pure?)

Abilities: STR -/9 DEX -/3 CON -/7 INT 5 PER 5 WILL 5

Ability Scores: Muscle -/24 Combat -/16 Brains 19

Life Points: 74

Drama Points: 0-3

Special Abilities: Armor 4, Invisible/Incorporeal (controls it), Telepathy (Inhuman mind), Sorcery 7 (Must drain the Willpower and/or Sorcery from others daily to survive. Drain not permanent), can only enact with the physical world whilst visible (can only be killed whilst visible), Attractiveness -6, +4 to Targeting rolls against it

Maneuvers

Attack	Score	Damage	Notes
Vortex spell	20	25	Willx5 per success level
Telekinesis	18	*	Strength-5 (attack: 10)
Claw	16	22	Slash/Stab, Corporeal Only
Bite	15	31	Slash/Stab, Corporeal Only



Mi-Go

Motivation: Study Humans

Critter Type: Demon

Abilities: STR 2 DEX 3 CON 3 INT 6 PER 3 WILL 4

Ability Scores: Muscle 10 Combat 14 Brains 20

Life Points: 30

Drama Points: 0-3

Special Abilities: Super Science 7, Damage Reduction (1/2 all), Attractiveness -6, +3 Gun Fu

Maneuvers

Attack	Score	Damage	Notes
Claws (2)	14	7	Slash/Stab
Magic	20	Varies	By spell, Rituals and chants only
Mi-go Electric Weapon	17	20	Bash, make survival check -2, consciousness -5



Moon Beasts

Motivation: Serve Nyarlathotep and torture.

Critter Type: Demon

Abilities: STR 5 DEX 2 CON 3 INT 5 PER 4 WILL 2

Ability Scores: Muscle 16 Combat 12 Brains 14

Life Points: 42

Drama Points: 0-3

Special Abilities: Deranged Cruelty, Attractiveness -8, and no modification for Bullet damage, +2 to Targeting rolls against it

Maneuvers

Attack	Score	Damage	Notes
Spear	12	18	Slash/Stab
Magic	14	Varies	By Spell

Nightgaunts

Motivation: Remove Intruders

Critter Type: Demon

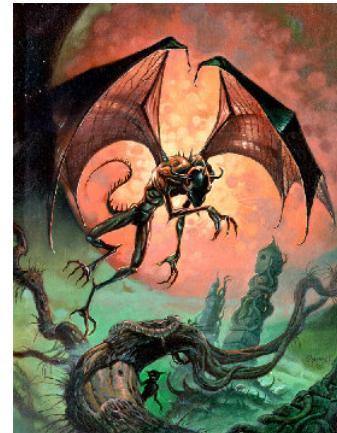
Abilities: STR 6 DEX 5 CON 3 INT 2 PER 3 WILL 5

Ability Scores: Muscle 10 Combat 16 Brains 12

Life Points: 26

Drama Points: 0-3

Special Abilities: Armor 2, flight 1, Tickling attack, +9 Crime, Attractiveness -6



Maneuvers

Attack	Score	Damage	Notes
Grapple	16	-	Impairments Vary
Tickle	16	-	-1 per success level to all actions (-4)

Rat-Thing

Motivation: Spy, Serve Master

Critter Type: Familiar

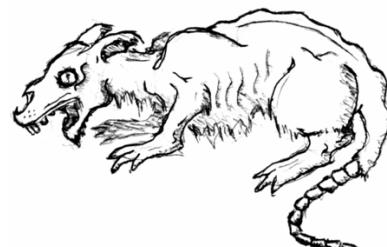
Abilities: STR -2 DEX 6 CON -1 INT 2 PER 3 WILL -1

Ability Scores: Muscle 2 Combat 14 Brains 10

Life Points: 15

Drama Points: 0

Special Abilities: +6 dodge, +6 Crime, Attractiveness -6



Maneuvers

Attack	Score	Damage	Notes
Bite	14	4	Slash/Stab
Dodge	20	-	Defense Action

Sand Dwellers

Motivation: Serve the Old Ones, Eat People

Critter Type: Demons

Abilities: STR 3 DEX 4 CON 4 INT 2 PER 2 WILL 2

Ability Scores: Muscle 12 Combat 13 Brains 10

Life Points: 38

Drama Points: 0-3

Special Abilities: Armor 2, Attractiveness -6, +6 Crime, +6 Notice

Maneuvers

Attack	Score	Damage	Notes
Claws	13	9	Slash/Stab
Dodge	13	-	Defense Action



Serpent People

Motivation: Kill, maim, conquer, fear Nyarlathotep

Critter Type: Subterranean Mutant

Abilities: STR 3 DEX 4 CON 3 INT 2 PER 2 WILL 2

Ability Scores: Muscle 10 Combat 14 Brains 12

Life Points: 34

Drama Points: 0-3

Special Abilities: Ambidexterity (2 attacks or 2 defenses at no penalty each round), Armor 4, Attractiveness -2, Infravision, Poison (Str 4, Con Damage), Reduced Damage (1/2 bullet, slash/stab)

Maneuvers

Attack	Score	Damage	Notes
Swords	14	15	Slash/Stab (2 attacks)
Claw	14	9	Slash/Stab (2 attacks)
Bite	15	7	Slash/Stab; injects poison; grapple first
Grapple	15	n/a	Sets up bite

Servitor of the Outer Gods

Motivation: Announce the Arrival of an Old One

Critter Type: Demon

Abilities: STR 4 DEX 5 CON 5 INT 6 PER 6 WILL 6

Ability Scores: Muscle 14 Combat 16 Brains 18

Life Points: 46

Drama Points: 0-3

Special Abilities: Immunities (All Physical Attacks), Attractiveness, Art +4 (They're good with a flute), Regeneration (Con Per Turn), Sorcery 5, Attractiveness -10, +2 to Targeting rolls against it

Maneuvers

Attack	Score	Damage	Notes
Magic	23	Varies	By Spell (lots of Summoning Spells)
Tentacle	16	16	Bash



Shan/Insect from Shaggai

Motivation: Serve Azathoth

Critter Type: Demon

Abilities: STR -2 DEX 8 CON -2 INT 5 PER 3 WILL 6

Ability Scores: Muscle 10 Combat 16 Brains 18

Life Points: 26

Drama Points: 0-3

Special Abilities: Flight 1, Incorporeal for Willpower turns at a time, Super science 7

Maneuvers

Attack	Score	Damage	Notes
Dominate Mind	18	-	Dominates mind, Willpower (Doubled) roll to resist.



Shantaks

Motivation: Be Animalistic

Critter Type: Demon

Abilities: STR 14 DEX 2 CON 3 INT -1 PER 2 WILL 2

Ability Scores: Muscle 34 Combat 15 Brains 9

Life Points: 78

Drama Points: 0-3

Special Abilities: Flight 2 (Even in Space), Armor 5, Attractiveness -12, +4 to Targeting rolls against it

Maneuvers

Attack	Score	Damage	Notes
Bite	15	42	Slash/Stab
Claw	15	28	Slash/Stab
Dodge	15	-	Defense Action
Grapple	17	-	Impairments vary

Shoggoth

Motivation: Too Awful to Mention! Usually revolves around feeding.

Critter Type: Demon

Abilities: STR 19 DEX 2 CON 12 INT 0 PER 0 WILL 4

Ability Scores: Muscle 44 Combat 18 Brains 9

Life Points: 134

Drama Points: 0-3

Special Abilities: Tentacles (5 actions per round), Reduced Damage (Fire and Elemental attacks) $\frac{1}{2}$, reduced Damage (Bullets only do Success Levels in damage), Regenerate 2LP per turn, Attractiveness -20, +4 to Targeting rolls against it



Maneuvers

Attack	Score	Damage	Notes
Appendage	18	95	Bash
Crush	22	56	Bash, Only action in turn



Star Spawn of Cthulhu

Motivation: Serve Cthulhu

Critter Type: Demon

Abilities: STR 20 DEX 2 CON 19 INT 6 PER 6 WILL 6

Ability Scores: Muscle 46 Combat 20 Brains 20

Life Points: 166

Drama Points: 0-3

Special Abilities: Tentacles (4 actions per turn—tentacles only), Armor 5, Regenerate con per minute (2 points per turn), Attractiveness -20, +4 to Targeting rolls against it, Sorcery 5

Maneuvers

Attack	Score	Damage	Notes
Claw	20	45	Slash/Stab
Tentacle 20	10	-	Bash
Dodge	20	-	Defense action
Magic	25	Varies	By Spell
TK	17	*	2x Success Level, Bash or Slash/Stab

Star Vampire

Motivation: Feed!

Critter Type: Demon

Abilities: STR 6 DEX 3 CON 5 INT 2 PER 3 WILL 3

Ability Scores: Muscle 18 Combat 14 Brains 14

Life Points: 54

Drama Points: 0-3

Special Abilities: Normally invisible until after feeding (when it becomes Blood colored), presence signaled by glittering, Tentacles (4 Attacks per turn), Attractiveness -4, Armor 4, Bullets deal Half damage, +2 to Targeting rolls against it



Maneuvers

Attack	Score	Damage	Notes
Claws (4)	14	15	Slash/Stab
Dodge	14	-	Defense Action

Spectral Hunter

Motivation: Kill!

Critter Type: Demon

Abilities: STR 8 DEX 3 CON 1 INT 6 PER 5 WILL 3

Ability Scores: Muscle 22 Combat 17 Brains 15

Life Points: 46

Drama Points: 0-3

Special Abilities: Invisible (at will), Fast Reaction Time, Attractiveness -6, Armor 2, Make someone invisible (Willpower minutes), Dimensional Travel

Maneuvers

Attack	Score	Damage	Notes
Claw	17	19	Slash/Stab
Dodge	17	-	Defense Action
Grapple	19	-	Impairments Vary

Terror From Beyond

Motivation: EAT!

Critter Type: Demon

Abilities: STR 4 DEX 2 CON 2 INT -1 PER 1 WILL 3

Ability Scores: Muscle 14 Combat 14 Brains 10

Life Points: 34

Drama Points: 0-3

Special Abilities: Normally, never encountered, only special circumstances allow an encounter, so this counts as Invisibility

and Incorporeal for most of the time, Fast Reaction Time, Reduced damage ½ physical Attacks, Attractiveness -10, Tendrils (5 attacks per turn)

Maneuvers

Attack	Score	Damage	Notes
Tendril	14	19	Bash
Grapple	16	-	Impairments Vary
Dodge	14	-	Defense Action

Xicoltl, Beings from

Motivation: Serve Shan

Critter Type: Demon

Abilities: STR 15 DEX 3 CON 10 INT 0 PER 2 WILL 2

Ability Scores: Muscle 36 Combat 16 Brains 9

Life Points: 110

Drama Points: 0-3

Special Abilities: Armor 4, Attractiveness -6, Tentacles (6 Attacks a turn), +4 to targeted rolls against it.

Maneuvers

Attack	Score	Damage	Notes
Tentacles	16	15	Bash
Grapple	17	n/a	Sets up Bite
Bite	16	45	Slash/Stab, grapple first

TOMES OF THE MYTHOS

In this section, we look at the various fictional tomes of blasphemous knowledge that populate the Mythos. The descriptions herein are cursory, designed to give the reader a quick rundown of what a Mythos book is. For game statistics and information on the contents of these books, as well as more detailed writeups, we recommend *The Call of Cthulhu Roleplaying Game*, published by Chaosium, Inc. The information herein was gathered from the Wikipedia on the Cthulhu Mythos (see p. 4 for URL). Generally, spells and knowledge of the Mythos can only be acquired through the reading of one of these books or through direct experience. Neither is particularly healthy to a person's sanity.

NEW SKILL – WILD CARD: FORBIDDEN KNOWLEDGE

Wild Card: Forbidden Knowledge: This skill represents knowledge of the Mythos gained through the reading of these books or through repeated encounters with the creatures or artifacts of the Mythos. Levels in this skill cannot be purchased normally; a prerequisite to raising this skill is the reading of a Blasphemous Tome (like those below), encounters with creatures of the mythos, or experience with alien artifacts, magic items, or superscience. It is possible to begin play with one rank of this skill, though doing so costs the character a level of Willpower, or if using Madness rules, the character begins play with a Madness Point. The cost to raise this skill is standard, but due to the prerequisites, requires the Director's permission.

Book of Eibon

... *The Book of Eibon, that strangest and rarest of occult forgotten volumes ... is said to have come down through a series of manifold translations from a prehistoric original written in the lost language of Hyperborea.*

- Clark Ashton Smith, "Ubbo-Sathla"

The *Book of Eibon*, or *Liber Ivonis* or *Livre d'Eibon*, is attributed to Clark Ashton Smith. It appears in a number of Lovecraft's stories, such as "The Haunter Of The Dark" (*Liber Ivonis*), "Dreams in the Witch-House" (*Book of Eibon*) and "The Shadow Out of Time" (*Book of Eibon*).

The book was written by Eibon, a wizard in the land of Hyperborea. It was an immense tome of arcane knowledge that contained, among other things, a detailed account of Eibon's exploits, including his journeys to the Vale of Pnath and the planet Shaggai, his veneration rituals of Zhothaqquah (Eibon's patron deity), and his magical formulae such as for the slaying of certain otherworldly horrors. Unfortunately, only incomplete fragments of the original are thought to exist, though there are

translations in English, French, and Latin—*Liber Ivonis* is the title of the Latin translation.



Book of Iod

The *Book of Iod* was created by Henry Kuttner and first appeared in his short story "Bells of Horror" (as Keith Hammond; 1939). The original Book of Iod, of which only one copy exists, is written in the "Ancient Tongue", possibly a combination of Greek and Coptic. Although its origin is unknown, the book may have been written by the mysterious author "Khut-Nah". The Book of Iod contains details about Iod, the Shining Hunter, Vorvados, and Zuchequon. The Huntington Library of San Marino, California is said to hold an expurgated translation, possibly in Latin, by Johann Negus.

Celaeno Fragments

The *Celaeno Fragments* is credited to August Derleth. In his novel *The Trail of Cthulhu*, "Celaeno" refers to a distant planet that contains a huge library of alien literature. Professor Laban Shrewsbury and his companions traveled to Celaeno several times to escape Cthulhu's minions. Shrewsbury later wrote the *Celaeno Fragments*, a transcript of what he remembered of his translations of the books in the Great Library of Celaeno. He

submitted the transcript, which consisted of about fifty pages, to the Miskatonic University library in 1915.

Cthāat Aquadingen

The *Cthāat Aquadingen*, possibly meaning *Things of the Water* was created by Brian Lumley for his short story "The Cyprus Shell" (1968). This tome, by an unknown author, deals with Cthulhu and other sea-horrors, such as Inpesca. It also contains many so-called *Sathlattae*, rituals and spells related to Ubbo-Sathla. It is first mentioned in northern Germany around 400 AD. A Latin version was apparently written between the 11th and 12th century, as was an English translation which appeared sometime in the 14th century.

Cultes des Goules

Cultes des Goules, or *Cults of Ghouls*, was created by Robert Bloch (August Derleth claimed to have invented the fictional tome, but this was refuted by both Lovecraft and Bloch himself). It is a book of black magic written by Francois-Honore Balfour (Comte d'Erlette) in 1702. It was published in France and later denounced by the church. Only a handful of copies are in existence. One of the known copies was kept for 91 years in an arcane library of the Church of Starry Wisdom in Providence, Rhode Island. After Robert Blake's mysterious death in 1935, Doctor Dexter removed the grimoire and added it to his library.

De Vermis Mysteriis

De Vermis Mysteriis (modern title: *Mysteries of the Worm*) is a grimoire created by Robert Bloch and is cited in some later mythos stories. The tome first appeared in Bloch's short story "The Shambler from the Stars" (1935) in which a character reads a passage from the book and accidentally summons a star vampire. It is also featured in a Lovecraftian story by horror writer Stephen King entitled "Jerusalem's Lot" part of the *Night Shift* collection. Additionally, the book is referenced (as *Des Vermis Mysteriis*) in the 2004 movie *Hellboy*.

De Vermis Mysteriis was written by Ludwig Prinn in a prison in Prague in 1542 and is believed to contain knowledge that can drive its readers to madness. Although banned by Pope Pius V, copies may yet be found at the Church of Starry Wisdom in Providence, Rhode Island, at the Huntington Library in California, and at Miskatonic University in Arkham.

Dhol Chants

The "Dhol chants" were first mentioned in the short story "The Horror In The Museum" (1932) by Lovecraft and Hazel Heald.

The chants are mentioned in passing as a semi-mythical collection of chants attributed to the semi-human people of Leng. The text of the chants is never described, and they are not referenced in any of Lovecraft's other works. August Derleth later referenced the chants in his stories "The Gable Window" (1957), "The Lurker At The Threshold" (1945), and "The Shadow Out of Space" (1957).

Eltdown Shards

The **Eltdown Shards** are mentioned in numerous mythos stories. They are mysterious pottery fragments found in 1882 and named after the place where they were discovered, Eltdown in southern England. The shards date to the Triassic period and are covered with strange symbols thought to be untranslatable. Nonetheless, several authors have penned their own interpretations of the markings, including Gordon Whitney's *The Eltdown Shards: A Partial Translation*. Many of these works, as well as a number of non-academic versions, have circulated among secretive cults.

Whitney's translation is remarkably similar to the Pnakotic Manuscripts, a tome produced by the Great Race of Yith. The translation describes Yith, the planet from which the Great Race came, and the Great Race's fateful encounter with the Yekubians. A magical formula from the nineteenth shard is for the summoning of the "Warder of Knowledge"; unfortunately, the dismissal portion of the ritual is garbled, so the summoning of this being could prove calamitous. Despite its connections to the Great Race, the Eltdown Shards were most likely inscribed by the Elder Things, who probably buried the ceramics in England when it was part of the great supercontinent Pangaea.

G'harne Fragments

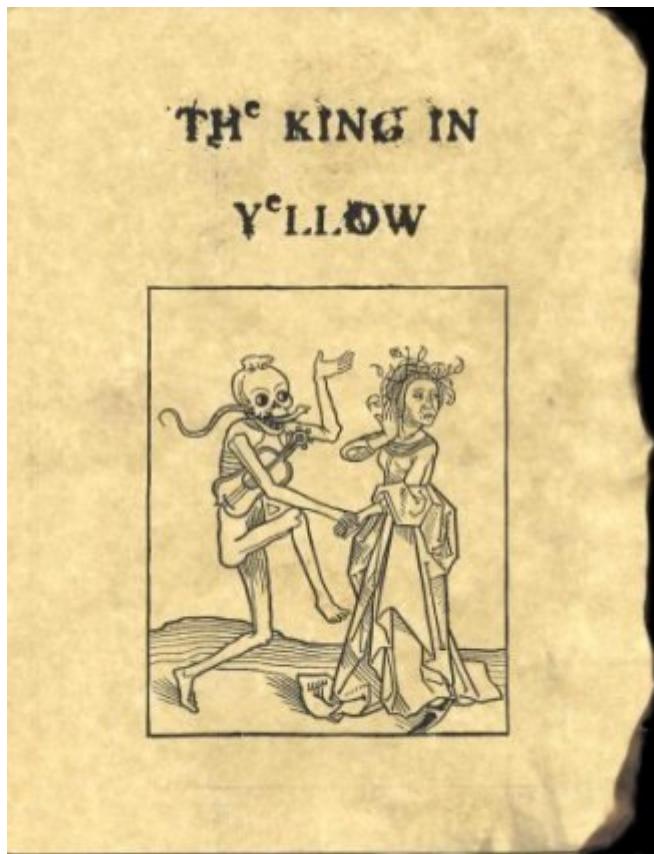
The **G'harne Fragments** first appeared in the works of Brian Lumley. They are described as a set of miraculously preserved shards of obsidian or some other black stone that record the history of the pre-human African city of G'harne. The lost city is located somewhere in the southern Sahara Desert and is currently a frequent haunt of the chthonians.

The two primary translators of the fragments are Sir Amery Wendy-Smith and Gordon Walmsley. Both of these scholars died in Lumley's works: Sir Wendy-Smith in "Cement Surroundings" (1969) and Walmsley in "In the Vaults Beneath" (1971).

The King in Yellow

The King in Yellow is a collection of short stories by Robert W. Chambers, published in 1895. The title of the book refers to a fictional book, and a mysterious supernatural figure, of the same name. Also mentioned is a peculiar symbol, usually wrought in gold, called the Yellow Sign. All who read the play's second act either go mad or suffer a terrible fate. The book makes references to mysterious places and entities such as Carcosa, Hastur, and the Lake of Hali, the names of which Chambers borrowed from the writings of Ambrose Bierce.

Lovecraft was a fan of the book and made references to the Lake of Hali and The Yellow Sign in his short story "The Whisperer in Darkness" (1930). August Derleth's later expanded on this connection in his own stories, rendering Hastur as an evil deity related to Cthulhu and the King In Yellow as one of his avatars.



Necronomicon

The *Necronomicon* is arguably the most famous (or infamous) of Lovecraft's grimoires. It appears in a number of Lovecraft's stories, as well as in the writings of other authors. The *Necronomicon* was first mentioned in Lovecraft's 1923 short story "The Hound", though hints of it (or similar books) appear as far

back as "The Statement of Randolph Carter" (1919). In the stories, the book is dangerous to read because it is often harmful to the health and sanity of its readers. For this reason, libraries keep it under lock and key.

Lovecraft originally titled the book the *Al Azif* (from Arabic, meaning the sound of cicadas and other nocturnal insects, which folklore claims is the conversations of demons) and said that it was written by the Mad Arab Abdul Alhazred. Among other things, the work contained an account of the Old Ones, their history, and the means for summoning them.

Alhazred wrote the original text in Damascus around 730 AD, but a number of translations were made over the centuries. The Greek translation, which gave the book its most famous title, was made by an Orthodox scholar, Theodorus Philetas of Constantinople circa 950 AD. Olaus Wormius (an actual historical person wrongly placed by Lovecraft in the thirteenth century) translated it into Latin and indicated in the preface that the Arabic original was lost. This translation was printed twice: In the fifteenth century, evidently in Germany in black-letter, and in the seventeenth, probably in Spain.

When the Latin translation called attention to the *Necronomicon*, it was banned by Pope Gregory IX in 1232. The Greek translation, printed in Italy between 1500 and 1550, was probably lost when fire destroyed R. U. Pickman's library in Salem. The Elizabethan magician John Dee allegedly had a copy and is thought to have made an English translation, of which only fragments survive.

The *Necronomicon*'s appearance and physical dimensions are a mystery. Other than the obvious black letter editions, it is commonly portrayed as bound in leather of various types and having metal clasps. Moreover, editions are sometimes disguised. In *The Case of Charles Dexter Ward*, for example, John Merrit pulls down a book labelled *Qanoon-e-Islam* from Joseph Curwen's bookshelf and discovers to his disquiet that it is actually the *Necronomicon*.

On the Sending Out of the Soul

On the Sending Out of the Soul appears in Henry Kuttner's short story "Hydra". It is an eight page pamphlet on astral projection. The pamphlet appeared in Salem, Massachusetts in 1783 and circulated among occult groups. Most copies were destroyed in the wake of a series of grisly murders.

The first seven pages of the pamphlet contain vague mystic writing; however, the eighth page details a formula for effecting astral travel. Among the required ingredients are a brazier and

the drug *Cannabis indica*. The formula is always successful, but has an unforeseen side effect: it invokes the horrid Outer God the Hydra.

Pnakotic Manuscripts

The **Pnakotic Manuscripts** is named after the place where it was kept, the city of Pnakotus, a primordial metropolis built by the Great Race of Yith. The Great Race is credited with authoring the Manuscripts, though other scribes would add to it over the ages.

F. Paul Wilson is among the authors who have referred to this collection in their own work; a collated version of the Manuscripts appears in Wilson's novel *The Keep*.

Ponape Scripture

The **Ponape Scripture** first appeared in Lin Carter's short story "Out of the Ages" (1975). The *Scripture* is a manuscript found in the Caroline Islands by Captain Abner Ezekiel Hoag sometime around 1734. The book showed signs of great age: its pages were made of palm leaves and its binding was of an ancient, now-extinct cycadean wood. It was written in Naacal (the language of Mu) and appears to have been authored by Imash-Mo, high priest of Ghatañotha, and his successors. The book contains details of Mu and of Zanthu, high priest of Ythogtha. With the help of his servant Yogash (hinted to be a Deep One hybrid), Hoag managed to write a translation of the manuscript. But when he tried to have it published, his efforts were thwarted by religious leaders who strongly objected to the book's references to Dagon. Nonetheless, copies of the *Scripture* have circulated among secretive cults (such as the Esoteric Order of Dagon) and other occult groups. After Hoag's death, his granddaughter, Beverly Hoag Adams, published an expurgated version of the book.

In contemporary times, other versions of the *Ponape Scripture* have seen print. Harold Hadley Copeland, a leading authority on the *Scripture*, produced a translation of the book, published in 1907 by Miskatonic University Press. Copeland also cited the book in his work *The Prehistoric Pacific in Light of the Ponape Scripture* (1911). The original version of the manuscript remains at the Kester Library in Salem, Massachusetts.

Revelations of Glaaki

The **Revelations of Glaaki** first appeared in Ramsey Campbell's short story "The Inhabitant of the Lake" (1964). It was written by the undead cult worshipping the Great Old One Glaaki. Whenever Glaaki slept, the members of his cult had periods of

free will, and, since they were part of Glaaki and shared his memories, they wrote down what they remembered of their master's thoughts. The cult's handwritten manuscripts later came to be known as the *Revelations of Glaaki*. The tome originally contained nine volumes, but it may have had more at different times in the past.



Seven Cryptical Books of Hsan

The **Seven Cryptical Books of Hsan** is a collection of writings mentioned by Lovecraft in "The Other Gods" (1921) and "The Dream-Quest of Unknown Kadath" (1926). In both stories, the books are mentioned in conjunction with the *Pnakotic Manuscripts*. They are kept in the temple of the Elder Ones in the city of Ulthar; no other existing copies are mentioned. Barzai the Wise studied the books before attempting to discover the gods dancing on the mountain of Hatheg-Kla, while Randolph Carter later consulted them before continuing his quest to reach Kadath.

Testament of Carnamagos

Now, as he sat there in a state half terror, half stupor, his eyes were drawn to the wizard volume before him: the writings of that evil sage and seer, Carnamagos, which had been recovered a thousand years agone from some Graeco-Bactrian tomb, and transcribed by an apostate monk in the original Greek, in the blood of an incubus-begotten monster. In that volume were the chronicles of great sorcerers of old, and the histories of demons earthly and ultra-cosmic, and the veritable spells by which the demons could be called up and controlled and dismissed.

- Clark Ashton Smith, "The Treader of the Dust"

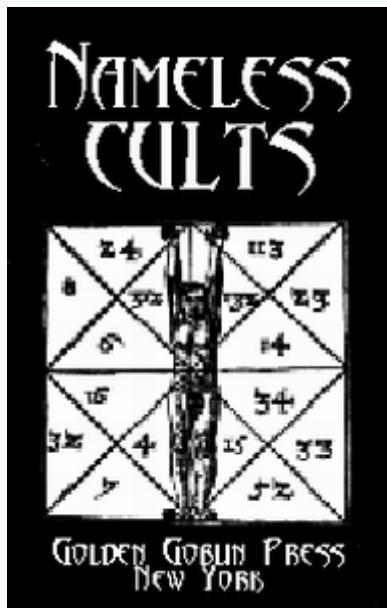
The *Testament of Carnamagos* was created by Clark Ashton Smith and first appeared in his short story "Xeethra" (1934). The tome is featured more prominently in Smith's "The Treader of the Dust" (1935).

The book gives a description of the Great Old One Quachil Uttaus, among others. Only two copies were known to exist,

one of which was destroyed during the Spanish Inquisition. The only known surviving copy is bound in shagreen and fastened with hasps of human bone.

Unaussprechlichen Kulten (Nameless Cults)

Unaussprechlichen Kulten was created by Robert E. Howard and is attributed to the fictional Friedrich von Junzt. Howard originally called this book *Nameless Cults*, but Lovecraft and Derleth gave it the German title. The first mention of the book appears in Robert E. Howard's short story "The Children of the Night" (1931) as *Nameless Cults*. Like the *Necronomicon*, it is mentioned in several stories by H.P. Lovecraft.



Unaussprechlichen Kulten is believed to have been written by Friedrich von Junzt. The first edition of the book appeared in 1839 in Düsseldorf. The English edition was issued by Bridewall in London in 1845, but contained numerous misprints and was badly translated. A heavily expurgated edition was later issued in New York by Golden Goblin Press in 1909. Original editions in German have a heavy leather cover and iron hasps. Few copies of this work still exist because most were burnt by their owners when word of von Junzt's gruesome demise became common knowledge. An edition is known to be kept in a locked vault at the Miskatonic University library.

The book contains information on cults that worship pre-human deities, including Bran and Ghatañothoa, as well as hieroglyphs relating to the latter. It is from this work that the tale of the

doomed heretic T'yog is most commonly sourced. The principle obscurity of the book is von Junzt's use of the word *keys* "a phrase used many times by him, in various relations" in connection with certain items and locations, such as the Black Stone and the Temple of the Toad (possibly associated with Tsathoggua) in Honduras.

Zanthu Tablets

The Zanthu tablets first appeared in "The Dweller in the Tomb" (1971), by Lin Carter. The discovery of the tablets is the centerpiece of the story, and they form an important part of Carter's Xothic legend cycle.

The tablets themselves are twelve engraved pieces of black jade inscribed by Zanthu, a wizard and high priest of Ythogtha. They are written in a hieratic form of Naacal, the language of the sunken continent of Mu. The tablets reveal a partial history of Mu, describing Zanthu's struggle against the rising cult of Ghatañothoa and the lamented decline of his own religion. Later, he describes his failed attempt to release the god Ythogtha from its prison, and how he fled in terror upon realizing that what he at first believed to be a black, beaked, slimy head, "vaster than any mountain," was in fact merely one of the god's fingertips. According to Zanthu, he and some of his people escaped the continent of Mu as it was sunk by the wrath of the Elder Gods.

In 1913, guided by the *Ponape Script*, Harold Hadley Copeland led an expedition into Indochina in an attempt to locate the plateau of Tsang and the tomb of Zanthu. While the other members of the expedition either died or deserted him, Copeland pressed on, eventually reaching his destination. Opening the tomb, Copeland was horrified to discover that the mummified face of Zanthu resembled his own. He later wandered into a Mongolian outpost, starving and raving, the last survivor of the expedition.

Copeland published a brochure titled *The Zanthu Tablets: A Conjectural Translation* in 1916. The rough translation was made with a key borrowed from the estate of Colonel Churchward, the last qualified translator of ancient Naacal, and heavily edited by Copeland out of a concern for "public sanity." The brochure was denounced as unsubstantiated by the academic community and suppressed by authorities. Copeland's later manuscripts were never published, and he died in an asylum ten years after the publication of the brochure.

THE GREAT OLD ONES

Now we get into the really good stuff: the Great Old Ones themselves. As with the information on arcane texts above, the descriptions of the individual Great Old Ones in this section come from the Wikipedia article on the Cthulhu Mythos (see p. 4 for URL). The statistical writeups are our own; rather than consulting the Chaosium role playing game, we decided to use the guidelines for creating Mad Gods in *C.J. Carella's WitchCraft*, which we hope will yield an original and interesting take on these alien beings. In the interests of both space and of not stepping on too many toes, we've only included a few of the more prominent deities herein: Great Cthulhu himself, Azathoth, Hastur, Nyarlathotep, Shub-Niggurath and Yog-Sothoth. Others can be created using the rough guidelines in *C.J. Carella's WitchCraft* (downloadable for free from <http://www.drivethrurpg.com/>) and referencing various Mythos sources.

In various and sundry Mythos sources, these creatures are referred to and divided into groups such as Elder Gods, Outer Gods, Old Ones, etc. For simplicity's sake, we will use the blanket term "The Great Old Ones", or simply "Old Ones", interchangeably with "Elder Gods" and "Outer Gods" to refer to all of these godlike alien beings.

THE OLD ONES, MAGICK, AND SANITY

Just seeing a Great Old One is devastating to the sanity of a normal human being; an automatic Madness Point is gained whenever a person looks upon the visage of an Old One. In addition, a Willpower (Not Doubled) roll must be made, with varying penalties dependent upon the individual Old One in question, or the onlooker suffers a second Madness Point for looking into the very face of the true nature of the universe. Finally, should a character attempt to do anything but run screaming in horror, he must make another Willpower (Not Doubled) roll to undertake any action, and receives a third Madness Point. Generally speaking, Old Ones aren't the kinds of things you stand and fight. They're the kind of things that eat gods and angels for breakfast, and send little men like you and I into the black, frothing, gibbering depths of insanity. Say "hi" to the boys and girls at Arkham Asylum for me, will you?

Finally, all Old Ones have the ability to use Mythos Magick, and don't suffer Sanity consequences for its use. When an Old One engages in Sorcery, they can always add all levels of Sorcery to their Quick Casting of spells, not just the first five as with human sorcerers (see *Buffy the Vampire Slayer Roleplaying Game* for details on using Sorcery for Quick Casting of magic). Finally, Great Old Ones can Quick Cast any Mythos spell, even those that are not normally capable of being Quick Cast.

The only defense one has against an Old One is the *Elder Sign*, and if the sign is brandished before a person, the Old Ones can be held at bay, at least for a few Turns, after which the Elder Sign will melt in the wielder's hands, and the Old One will attack furiously. An Old One buried in a tomb that is sealed and consecrated with the Elder Seal (a large Elder Sign made part of the tomb), it will be trapped within the tomb. Most believe this was the fate of Cthulhu himself, and that his rising will occur when the Seal is removed from his tomb in R'lyeh.



Great Cthulhu

If I say that my somewhat extravagant imagination yielded simultaneous pictures of an octopus, a dragon, and a human caricature, I shall not be unfaithful to the spirit of the thing. A pulpy, tentacled head surmounted a grotesque and scaly body with rudimentary wings... It represented a monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind. This thing, which seemed instinct with a fearsome and unnatural malignancy, was of a somewhat bloated corpulence...

- H.P. Lovecraft, "The Call of Cthulhu"

Cthulhu is a Great Old One and is by far the most prominent member of the group. He currently lies in death-like sleep in the sunken city of R'lyeh somewhere in the Southeast Pacific Ocean. "When the stars are right", R'lyeh will rise from the sea, never to sink again, and Cthulhu will awaken and revel across the world "ravering for delight".

It is implied that Cthulhu will ultimately require the assistance of his human cult to escape from his watery tomb in R'lyeh. Although there are many other beings in the mythos that could perform this task, including the servants of Cthulhu himself, the tomb in which Cthulhu slumbers

is locked with the great seal of the Old Ones, which repels his spawn and agents of other Great Old Ones. The humans who are required for his reawakening and those who worship him now need not expect any benefit from his return, however.

Cthulhu is said to be colossal, but his exact size is not given. In Lovecraft's story, he was able to pursue a ship across the Pacific Ocean for some distance, albeit on some underwater portion of risen R'lyeh, yet still keep most of his body above water. Although he can communicate with "the fleshy mind of mammals" in their dreams, this contact is currently blocked by his present immersion in seawater.

Cthulhu cannot be harmed by mortal weapons, as his body is made of cosmic material. He can control his physical form by sheer will alone and can regenerate any damage he suffers by summoning material from the depths of space. When the Old Ones tried to destroy his earthly form, all such attempts failed. The mere position of the stars interferes with his mental control so that he must remain sleeping in sunken R'lyeh.

Cthulhu is sometimes regarded as "evil", but this is not how he is depicted in "The Call of Cthulhu" and other works. Instead, he is portrayed as amoral, with an ethic that transcends conventional notions of good and evil. Cthulhu's amorality might be compared to what S. T. Joshi and David E. Schultz call the "anti-mythology" of Lovecraft's fiction. In most mythologies, man's significance in the universe is validated by his connection to divine agents with similar moral values. Lovecraft shattered this conceit by basing his stories on the "premise that common human laws and interests and emotions have no validity or significance in the vast cosmos-at-large... To achieve the essence of real externality, whether of space or time or dimension, one must forget that such things as organic life, good and evil, love and hate, and all such local attributes of a negligible and temporary race called mankind, have any existence at all... [W]hen we cross the line to the boundless and hideous unknown the shadow haunted *Outside* we must remember to leave our humanity and terrestrialism at the threshold." Cthulhu's nature seems to be consistent with this view.

Cthulhu is closely identified with this quotation from the Necronomicon:

*That is not dead which can eternal lie,
And with strange aeons, even death may die.*

He is also associated with the phrase "*ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn*", which translates to "In his house at R'lyeh dead Cthulhu waits dreaming". This line is ostensibly part of a couplet from the Necronomicon, the second line of which is "yet He shall rise and His kingdom shall cover the Earth."

Cthulhu has several avatars, including B'moth (Beh'moth, the Devourer) and Chorazin, although these are not mentioned in Lovecraft's work and are actually later additions. Cthulhu is served by the beings known as the *star-spawn* (see below), which look like smaller versions of Cthulhu himself. His coming to earth aeons ago and the sinking of R'lyeh were recorded by the Elder Things (in *At the Mountains of Madness*) with whom he warred.

Name: Great Cthulhu

Motivation: Devour humanity...when the stars are right.

Critter Type: Great Old One

Abilities: STR 50 DEX 15 CON 50 INT 8 PER 10 WILL 25

Ability Scores: Muscle 106 Combat 31 Brains 21

Life Points: 540

Drama Points: 10

Special Abilities: Armor 25, Feed on Life Essence, Fly, Hard to Kill 10, Increased Life Points 10, Reduced Damage (1/10 all), Regeneration (Per Minute), Sanity-Blasting Visage -5, Sorcery 7 (Spells known: Alter Weather, Attract Fish, Augur, Bind Enemy, Bind Soul, Black Bindings, Breath of the Deep, Call Deity (All), Contact Creature (All), Contact Deity (All), Dark Resurrection, Deflect Harm, Evil Eye, Grasp of Cthulhu, Invisibility Purge, Mind Blast, Nightmare, Obscuring Mist, Shriveling, Soul Trap, Steal Life, Summon/Bind Creature (All), Unspeakable Oath)



Maneuvers

	Score	Damage	Notes
Attack		212	
Claw	31	212	Slash/Stab
Tentacles	31	318	Bash
Grapple	33	-	Tentacle or Hands
Feed on Life Essence	n/a	10	Grapple with tentacles first; drains 10 LP's per round, which heal any damage he suffers.
Rend	33	530	Bash; tears target limb from limb
Magic	28	*	Damage by spell

Azathoth

[O]utside the ordered universe [is] that amorphous blight of nethermost confusion which blasphemes and bubbles at the center of all infinity the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time and space amidst the muffled, maddening beating of vile drums and the thin monotonous whine of accursed flutes...

- H. P. Lovecraft, The Dream-Quest of Unknown Kadath

Azathoth is described as both blind and idiotic and is regarded as the head of the Cthulhu Mythos pantheon. The most powerful Outer God—yet mindless Azathoth holds court at the center of the universe attended by a group of nameless entities known as the Other Gods, a collection of creatures called the Servitors of the Outer Gods, and the being Nyarlathotep, who immediately fulfills his random urges. Lovecraft referred to Azathoth as a "nuclear chaos" throughout his fiction, most likely referring to Azathoth's central location, and not nuclear energy, since it did not truly come of age until long after Lovecraft's death.

Azathoth and his entourage might be seen as a description of the black hole at the center of the milky way galaxy (Sagittarius A) and its accretion disk. British Mythos author Brian Lumley equates Azathoth with nuclear energy and has even postulated that Azathoth was the Big Bang in his Titus Crow novels.

According to Phileus Sadowsky, the name Azathoth is derived from Izzu Tahuti, or in Akkadian inflection *Ashur-Thoth*, which is supposed to mean *Strength of Thoth* in Egyptian. Thoth is identified with the mythos entity known as Nyarlathotep. Azathoth is believed to have been almost infinitely intelligent at one time (though possibly insane), but is now most likely unconscious.

Azathoth's cult

Few worship Azathoth directly; those who do are usually criminally insane. Summoning Azathoth (or at very least, a shard of his mad intelligence) is possible, but often brings disaster to those who do so. Despite this risk, the Shan are fanatical worshippers of Azathoth.

Azathoth, when he does communicate with his worshippers, does so by linking his dreams to theirs. Thomas Ligotti's short story "The Sect of the Idiot" (1988) mentions a circle of non-human worshippers composed of wizened, hideous creatures who are under the direct control of the Blind Idiot God himself. They dwell in the highest room of an abandoned building in a small unnamed town.

Azathoth does not bear a statistical write-up, as he has no physical form; he is the essence of chaos, and resides slumbering, gibbering and utterly insane, at the center of all things. If Azathoth ever awakens, it means the end of the universe as human beings know it, and to see it in its true, ghastly form is to die or, at best, go completely and irrevocably insane. Even to hear its keening wail or the blasphemous music of its pipers would result in at least ten Madness Points, if not more. Azathoth should be a figure on the fringes of the game, an unholy horror that must never be allowed, at any cost, to awaken...

Hastur the Unspeakable

"I found myself faced by names and terms that I had heard elsewhere in the most hideous of connexions - Yuggoth, Cthulhu, Tsathoggua, Yog-Sothoth, R'lyeh, Nyarlathotep, Azathoth, Hastur, Yian, Leng, the Lake of Hali, Bethmoora, the Yellow Sign, L'mur-Kathulos, Bran, and the Magnum Innominandum - and was drawn back through nameless aeons and inconceivable dimensions to worlds of elder, outer entity at which the crazed author of the Necronomicon had only guessed in the vaguest way.... There is a whole secret cult of evil men (a man of your mystical erudition will understand me when I link them with Hastur and the Yellow Sign) devoted to the purpose of tracking them down and injuring them on behalf of the monstrous powers from other dimensions."

- H.P. Lovecraft, "The Whisperer in Darkness"

Hastur is a mysterious Old One presumed to be the offspring of either Azathoth or Yog-Sothoth. Also known as the King in Yellow, Hastur's sign is known as the Yellow Sign. He can be summoned merely by speaking his name aloud three times; hence his referential title "He Who is Not To be Named". It is known that he rules over the great and lost city of Carcosa, said to be hidden within the Dreamlands, and that he is malicious, calculating, and manipulative in the extreme. His willingness (and eagerness) to interfere with human affairs makes Hastur one of the most terrifying beings in the Mythos.



Like Cthulhu and other Old Ones, Hastur communicates with his servants through dreams, driving them to acts of unspeakable depravity in their efforts to become his earthly avatar. Given his strong similarities to Nyarlathotep, it is possible (though this has never been proven one way or another) that Hastur is one of the Crawling Chaos' thousand masks. In game terms, he shares the exact same statistics as Nyarlathotep if encountered, but appears as a desiccated figure dressed entirely in yellow wrappings and robes, whose face is either not visible, or skeletal with clumps of rotting flesh hanging from it. Unlike Nyarlathotep's human masks, Hastur makes no effort to disguise his otherworldly nature, and the sight of him has a Sanity Blasting Visage of -4.



Nyarlathotep

"And it was then that Nyarlathotep came out of Egypt. Who he was, none could tell, but he was of the old native blood and looked like a Pharaoh. The fellahin knelt when they saw him, yet could not say why. He said he had risen up out of the blackness of twenty-seven centuries, and that he had heard messages from places not on this planet. Into the lands of civilisation came Nyarlathotep, swarthy, slender, and sinister, always buying strange instruments of glass and metal and combining them into instruments yet stranger. He spoke much of the sciences - of electricity and psychology - and gave exhibitions of power which sent his spectators away speechless, yet which swelled his fame to exceeding magnitude. Men advised one another to see Nyarlathotep, and shuddered. And where Nyarlathotep went, rest vanished; for the small hours were rent with the screams of a nightmare."

- H.P. Lovecraft, "Nyarlathotep"

Nyarlathotep differs from the other beings in a number of ways. Most of them are exiled to stars, like Yog-Sothoth, or sleeping and dreaming like Cthulhu; Nyarlathotep, however, is active and frequently walks the Earth in the guise of a human being, usually a tall, slim, joyous man. Most of them have their own cults serving them, while Nyarlathotep seems to serve them and take care of their affairs in their absence. Most of them use strange alien languages, while Nyarlathotep uses human languages and can be mistaken for a human being. Finally, most of them are all powerful yet purposeless, yet Nyarlathotep seems to be deliberately deceptive and manipulative, and even uses propaganda to achieve his goals. In this regard, he is probably the most

human-like among them.

Nyarlathotep enacts the will of the Outer Gods, and is their messenger, heart and soul; he is also a servant of Azathoth, whose wishes he immediately fulfills. Unlike the other Outer Gods, causing madness is more important and enjoyable than death and destruction to Nyarlathotep. In this sense, he strongly resembles the traditional role of the devil.

According to the Necronomicon, Nyarlathotep will play some part in the End Time. It is stated that he will allow Nyogtha to wipe the Earth clean in preparation for the return of the Great Old Ones - although it doesn't specify how Nyarlathotep will accomplish this. It also fails to mention any timeframe for this to occur, although it would presumably be after the fall of Xothique some 5,000 years in the future.

A few of Nyarlathotep's Avatars, or "Masks" are described below. Each one is considered to have identical game statistics, though their appearances and personalities differ widely.

Ahtu (Congo) - appears as a huge mound of viscous material with several golden tentacles sprouting from its central mass. Ahtu's worshipers are usually deformed or mutilated natives. He is called by using a golden bracelet usually separated into two parts, to prevent Ahtu from being summoned by accident.

Beast (Egypt) - This form manifests itself only at one particular place in Egypt. It was the focus of a revolutionary cult in the Fourteenth Dynasty.

Black Demon - a black-furred, snouted monster which is destroyed by light. The being may be controlled by a summoner using certain talismans, though the user runs the risk of being attacked himself.

Black Man/ Black Messenger of Karneter/ Black One/ Ebonor (Anywhere) - appears as an Arabic man, impeccably dressed and of a wry and cruel sense of humor. He always wears a grin that is both infectious and terrifying. Ebonor is a brutal prankster who takes a shine to specific people and follows them, often for decades, until he tires of tormenting them.

Black Pharaoh (Egypt) - a hairless man with dead black skin and hooves for feet. He is connected with the witch-cults of Western Europe.

Black Wind (Africa?) - a great storm that can destroy crops, forest, and houses for miles around when it manifests.

Bloated Woman (China) - appears as a huge, obese woman with five mouths and many tentacles. It carries the mystical Black Fan, with which it hides its unseemly bulk from humans until it has ensnared them.

Bringer of Pests (Egypt) - Worshiped in Egypt's Twelfth Dynasty, this manifestation can only be described as a horde of huge spitting supernatural locusts. It is worshiped today by a group known as the Knights of the Silver Twilight.

Dark Demon/ Dweller in Darkness - appears much as the Black Demon but is larger and more cunning. It sometimes calls to those steeped in studies of black magic, promising them glory if they will allow it to enter their bodies. Of course, no reward comes to those possessed by this form of Nyarlathotep.



Effigy of Hate (Africa) - worshiped by one African tribe, to which it manifested itself through their war totems. This form is known to have some control over time.

Faceless God/ Faceless One (Egypt) - In the elder days of the Egyptian civilization, Nyarlathotep was worshiped in the form of a winged sphinx with a featureless head which bore the triple crown of a god. The Faceless God was known to manifest itself through its idols. This cult was later suppressed by the other priesthoods, becoming nearly forgotten in the millennia following its dissolution.

Floating Horror (Haiti) - manifests itself through the body of a specially prepared host. It appears as a red veined, jellyfish-like floating organism of a bluish color. This avatar is connected with certain fringe voodoo cults.

Mr. Skin (Los Angeles) - an immaculately dressed pimp. Unlike some other "Black Man" forms, this is wholly and unmistakably human. He is closely associated with a cult of Shub-Niggurath.

Narla (anywhere) - An extremely sophisticated and detailed virtual reality simulation of a very beautiful white woman, this form invades VR systems. Her appearance is designed to distract the (typically male) system administrator long enough for her to wrest total control of the system from him.

Shugoron (Malaysia) - a black humanoid figure represented as playing a sort of horn. This being is revered by the Tcho-tcho people of Malaysia.

Skinless One (Mesoamerica) - In the guise of a flayed, skinless corpse, Nyarlathotep was worshiped among the Aztecs, to whom he was known as Xipe Totec.

Small Crawler (India) - a dwarfed human figure with four arms and three tentacles for legs. Little else is known of him, except that he is mentioned in the Cthaat Aquadingen.

Wailing Writher - A column of whirling black tentacles and screaming mouths, it is alluded to in some Hindu tales.



Name: Mask of Nyarlathotep

Motivation: Chaos. Mass Gods-be-damned Chaos.

Critter Type: Great Old One

Abilities: STR 15 DEX 20 CON 25 INT 60 PER 15 WILL 50

Ability Scores: Muscle 36 Combat 46 Brains 48

Life Points: 240

Drama Points: 20

Special Abilities: Armor 25, Feed on Life Essence, Good Luck 20, Hard to Kill 10, Increased Life Points 5, Reduced Damage (1/5 all), Regeneration (per round), Sanity-Blasting Visage (Varies; can shut off or increase to -6 depending on Mask), Sorcery 15 (Spells known: ALL)

Maneuvers

	Score	Damage	Notes
Attack		*	
Magic	85	*	Damage by Spell
Punch	46	36	Bash
Melee Weapon	46	*	Damage by Weapon
Grapple	48	n/a	Sets up other attacks
Feed on Life Essence	48	10	Grapple first; resisted by Willpower (Doubled) each round
Feed on Life Essence	43	5	Ranged (points finger); resisted by Dodge
Tentacle	50	105	Bash; inhuman Masks only

Shub-Niggurath

Just before he made the plunge the violet light went out and left him in utter blackness. The witch - old Keziah - Nahab - that must have meant her death. And mixed with the distant chant of the Sabbat and the whimpers of Brown Jenkin in the gulf below he thought he heard another and wilder whine from unknown depths. Joe Mazurewicz - the prayers against the Crawling Chaos now turning to an inexplicably triumphant shriek - worlds of sardonic actuality impinging on vortices of febrile dream - lá! Shub-Niggurath! The Goat with a Thousand Young...

-H.P. Lovecraft, "Dreams in the Witch-House"

Shub-Niggurath is a perverse fertility deity said to appear as an enormous cloudy mass which extrudes black tentacles, slime-dripping mouths, and short, writhing goat legs. Smaller creatures—the Dark Young of Shub Niggurath—are spat forth, which are either reconsumed into the miasmatic form or escape to some monstrous life elsewhere. Her worshipers include the Hyperboreans, the Muvians, and the people of Sarnath, as well as any number of druidic and barbaric cults. She is also worshiped by the non-human species of the mythos, such as the "Fungi from Yuggoth" (the Mi-Go) and the Nug-Soth of Yaddith.



With the proper occult paraphernalia, Shub-Niggurath can be summoned to any woodlands at the time of the new moon. However, the place from whence she comes is not known. One possibility is that she dwells at the court of Azathoth at the center of the universe. She may also live beneath the planet Yaddith, where she is served by the Dholes. It is also possible that she lives in another dimension altogether.

Name: Shub-Niggurath

Motivation: Create. Destroy. Create. Destroy. Mate.

Critter Type: Great Old One

Abilities: STR 30 DEX 8 CON 60 INT 5 PER 7 WILL 20

Ability Scores: Muscle 66 Combat 24 Brains 20 (46 for Will rolls)

Life Points: 450

Drama Points: 20

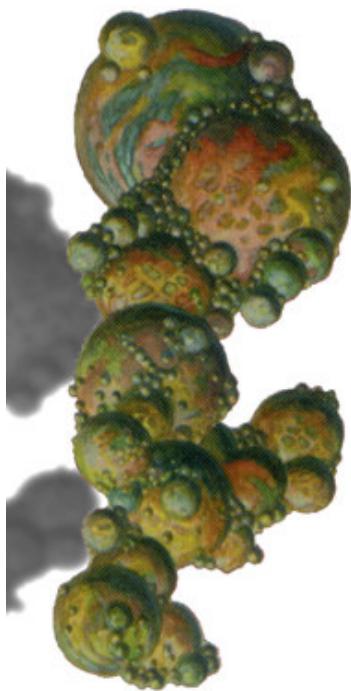
Special Abilities: Armor 25, Create Spawn, Feed on Life Essence, Hard to Kill 10, Increased Life Points 5, Reduced Damage (1/10 all), Regeneration (per Minute), Sanity-Blasting Visage -6, Sorcery 7 (Spells known: Bind Enemy, Black Bindings, Blight/Bless Crops, Body Warping of Gorgoroth, Circle of Nausea, Curse of the Putrid Husk, Dark Resurrection, Death by Flames, Evil Eye, Insect Plague, Mindblast, Nightmares, Shriveling, Snare Dreamer, Speak with Dead, Steal Life, Unspeakable Oath)

Maneuvers

	Score	Damage	Notes
Attack			
Grapple	26	n/a	Sets up other attacks
Crush	*	330	Bash; Must Grapple First
Feed on Life Energy	*	30	Automatic; must Grapple First; damage heals Shub-Niggurath
Tentacle Smash	24	66	Bash
Create Spawn	n/a	n/a	Automatic; creates 5 spawn per minute which escape
Magic	27	*	Damage by spell



Yog-Sothoth



Yog-Sothoth knows the gate. Yog-Sothoth is the gate. Yog-Sothoth is the key and guardian of the gate. Past, present, future, all are one in Yog-Sothoth. He knows where the Old Ones broke through of old, and where They shall break through again. He knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread.

- H. P. Lovecraft, "The Dunwich Horror"

Yog-Sothoth is coterminous with *all* time and space, yet is supposedly locked outside of the universe that we inhabit. Yog-Sothoth knows all and sees all, surpassing even Yibb-Tsll in wisdom and Azathoth in power. To "please" this deity could bring knowledge of many things. However, like most beings in the mythos, to see it or learn too much about it is to court disaster. Some authors state that the favour of the god requires a human sacrifice or eternal servitude.

Yog-Sothoth is often considered to be the chief deity of the Old Ones, if such a thing exists. However, this is all speculation, and his exact relationship to the other Old Ones remains unknown. Nonetheless, they are probably allied to him in some way, since Wilbur Whateley, the half-human son of Yog-Sothoth, tried to summon them so that they could control Wilbur's more tainted twin and make it reproduce. When Yog-Sothoth appears, it is incorporeal and attacks through magic, life drain, and possession. Physical stats after the slash indicate those of a possessed host. Yog-Sothoth may only possess a willing host who uses the Call Deity (Yog-Sothoth) Mythos spell and requests the honor, with appropriate sacrifices (of course).



Name: Yog Sothoth, Avatar

Motivation: Unknown. Alien to human consciousness.

Critter Type: Great Old One

Abilities: STR -/15 DEX 25/10 CON -/10 INT 75 PER 75 WILL 75

Ability Scores: Muscle -/36 Combat 56/26 Brains 156

Life Points: 777/160

Drama Points: 10

Special Abilities: Armor 25/10, Feed on Life Essence, Fly, Hard to Kill 10, Incorporeal, Increased Life Points 10, Reduced Damage (1/5 all), Regeneration (Per Minute), Sanity-Blasting Visage -3, Sorcery 10 (Spells known: Alter Weather, Augur, Banishment of Yte Edad, Bind Enemy, Bind Soul, Black Bindings, Blight/Bless Crops, Body Warping of Gorgoroth, Brew Dream Drug, Call Deity (All), Candle Communication, Cast out Devil, Chant of Thoth, Contact Creature (All), Contact Deity (All), Create Space/Time/Dimensional Gate, Create Self-Ward, Dark Resurrection, Darkness, Deflect Harm, Evil Eye, Eye of Light and Darkness, Find Gate, Fist of Yog-Sothoth, Hide from the Eye, Insect Plague, Mindblast, Nightmare, Obscuring Mist, Return to Rest, Shriveling, Snare Dreamer, Soul Trap, Speak with the Dead, Steal Life, Summon/Bind Creature (All), Unmask Demon, Unspeakable Oath, View Gate, Wandering Soul, Ward Against Psychics)

Maneuvers

	Score	Damage	Notes
Attack	166	*	Damage by Spell
Magic	26	*	Physical form only, damage by weapon
Melee Weapon	26	72	Physical form only, Bash
Punch	58	n/a	Incorporeal form only, resisted by dodge
Envelop	*	20	Envelop first, automatic damage per round
Life Drain	156	*	Willing subjects only; requires performance of a ritual
Possession			



*That is not Dead which can eternal lie,
And with strange aeons, even death may die...*

Dark gods sleeping within the depths of earth and ocean. Shub-Niggurath, Cthulhu, Nyarlathotep, Yog-Sothoth, Azathoth. Are they dead, asleep and dreaming, or do they walk among us? Only through ancient and long-forgotten tomes of forbidden knowledge can one call forth these dread beings, or stand against the darkness of these alien beings from the Outer Dark.

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